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THE UK'S NO.1 POKÉMON MAGAZINE

ISSUE 65 £3.99
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POKÉMON WORLD™

ISSUE 65

107 NEW POKÉMON!

☆ WE'VE GOT EVERY NEW MONSTER IN OUR 4TH GEN POKÉDEX!

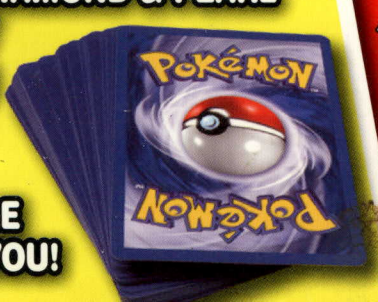
WIN! A NINTENDO WII & DS + GAMES!

NO.1 FOR POKÉMON TRADING CARD GAME

☆ NEWS ON THE DIAMOND & PEARL EXPANSION SET

☆ TOP TIPS FROM THE POKÉMON PROFESSOR

☆ FIND OUT WHERE TO PLAY NEAR YOU!



POKÉMON® RANGER

REVIEWED INSIDE!

☆ A COOL NEW NINTENDO DS POKÉMON ADVENTURE!

BORDERS. The Entertainer WOOLWORTHS big W WHSmith gamestation

Want more Pokémon? We've got every new monster for you starting on page 17. How are we gonna catch all these?

SUBSCRIBE!
TURN TO PAGE 49 OR GO TO WWW.POKEMON-WORLD.CO.UK!

4. Mew's News — Lots to tell you about this issue...
10. Big in Japan — Find out what you can't buy over here!
12. Pokémon Ranger — Another new Nintendo DS Pokémon!
17. Diamond & Pearl Pokédex — Get ready for a PokéExplosion.
22. Design A Monster — Some hot new creatures for you.
25. Pull-out posters — Cleverly put in the middle of the mag!
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THINGS ARE REALLY STARTING TO HOT UP IN THE WORLD OF POKÉMON YOU KNOW. SEE OUR GREAT POKÉMON RANGER REVIEW ON PAGE 12 – IT'S A GAME YOU JUST CAN'T BE WITHOUT. THERE'S NEWS ON FINDING MANAPHY TOO, PLUS SOME HOT GOSSIP FROM JAPAN IN MEW'S NEWS. ALL THIS PLUS A FREE BATTLE TOP SPINNER AND GIANT POSTER ON THE FRONT. WE SPOIL YOU! TA-RA!

Stu Yew

SPECTROBES
THE UK'S NO.1 POKÉMON MAGAZINE
POKÉMON WORLD
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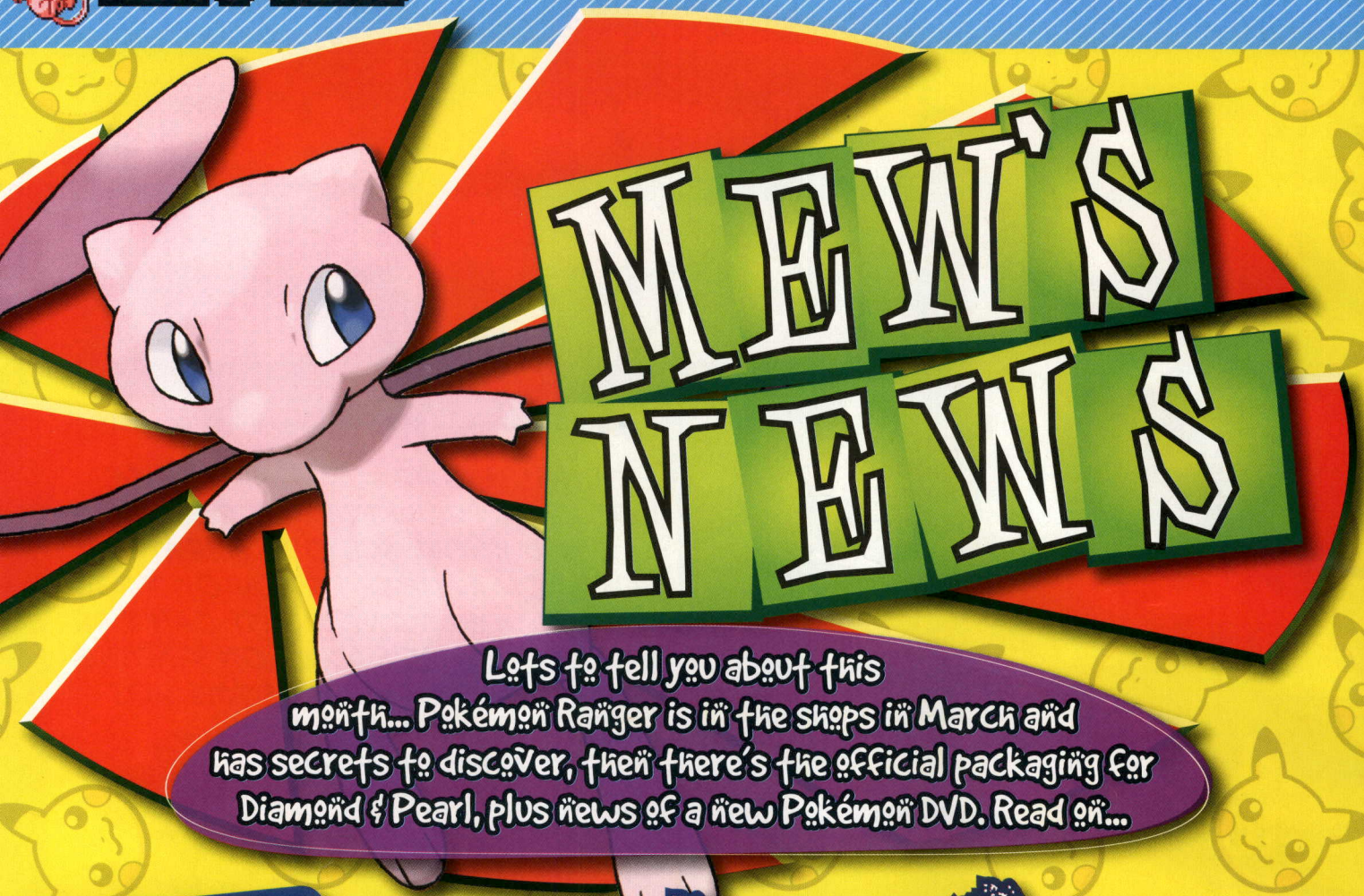
POKÉMON RANGER
REVIEWED INSIDE!

GET IN TOUCH!
Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ
pokemonworld@imagine-publishing.co.uk



MEW'S NEWS

Lots to tell you about this month... Pokémon Ranger is in the shops in March and has secrets to discover, then there's the official packaging for Diamond & Pearl, plus news of a new Pokémon DVD. Read on...

COMING SOON...

Pokémon Ranger
Nintendo DS
30 March

Pokémon Diamond
Nintendo DS
Summer

Pokémon Pearl
Nintendo DS
Summer

Pokémon Battle Revolution
Nintendo Wii
Summer

Pokémon Diamond & Pearl Trading Card Game Expansion
Summer

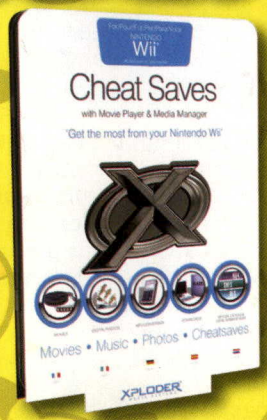
HOW EGGCITING!

Can you find the Manaphy egg?

The clever boffins at Nintendo and Pokémon Company have created a real treat for all Pokémon gamers out there. You'll be able to pick up a copy of Pokémon Ranger for the DS this month, it is packed with addictive gameplay and fun missions to complete... but it also hides a secret. Complete the game then access the 'Ranger Net' option and you will be offered a 'Special Mission'. What you now need to do is press the top-right trigger button, X and left on the D-pad simultaneously. The words 'Enter the password has been added' flash on the screen. Now press on the touch screen to save the game. Now tapping on the screen again to bring up the option 'Enter the password'. Enter the special password P8M2-9D6F-43H7 and you will get a message to say that the mission is active. Now turn your game off and on again. Go to the Ranger Net option again and you will see the special mission option again. Click on this and the mission 'Recover The Precious Egg' appears. Well done! You can now play a mission to discover who Manaphy is and collect a Manaphy egg. How eggciting!

I'm going to Xplode!

Got your Wii yet? Well if you have then you'll want one of these new gizmos from Fire. The Xploder for Wii gives the console lots of great new functions. **Wii Cheats, Wii Movies, Wii Music, Wii Pictures** – your Wii will become a complete multimedia entertainment system, and all for only £19.99. Or if you'd like to download the program from **www.xploder.net** you can get it for £14.99. Retroheads will also love the fact that there are cheats for all the Wii Virtual Console games on here too – so that means NES, Super Nintendo and Nintendo 64 hacks that will give you the advantage over your mates! The clever people at Fire certainly have been busy, we think this new Xploder rocks!


Wii
Cheat Saves
with Movie Player & Media Manager
"Get the most from your Nintendo Wii"
Movies • Music • Photos • Cheatsaves
XPLODER

Need some tidbits of info on Diamond & Pearl? Well this guy to the left is Shinji, a new Pokémon Trainer travelling through the region of Sinnoh. The trainers will be wearing a Pokétch watch that will allow them to access lots of Pokémon information as they progress through each mission.

From the PKMN.net forum...

Want to chat about Pokémon with other like-minded people? Well now you can, over on PKMN.net. Here's a selection of posts from last month, they were chatting about Manaphy...

mudmonster654 says:
Yay! I have ranger in UK but arent far enough yet for that kinda stuff. when i am, manaphy is mine

pkmn-rider1 says:
ive already got the egg i got it yesterday

steven434 says:
i got the egg yesterday too. but now i have to wait the terrible 93 days til diamond and pearl comes out here in canada

combusken dude says:
NOOO!!!!!! i am so foolish!!! i have just came back from Oz and i didn't buy ranger!! i coulda gotti there!!!!!!

hardrockcafe says:
Manaphy is that a rare pkmn? I can't wait for PKMN Ranger to come out here in England. Manaphy shall be mine hahaha!!!

LP says:
Woooo and ive fully competed it, so im off to get Manaphy! Rawk

2007 trading card events kick off!

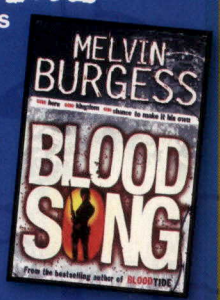
Have you got what it takes to be a winner?

The battle to reach the Pokémon Trading Card Game World Championships 2007 has begun. Over in America **the State Championships kicked off on 3 March** with all entrants receiving a special promo trading card featuring Wartortle with the lure of a great prize package attracting players in their droves. **The Worlds will this year take place from 10 August in Kona, Hawaii** and those good enough to quality even get all their travel expenses paid by Pokémon Company! **So what are you waiting for?** Flip over to our Pokémon Trading Card Game section on page 40 for some expert tips on playing the game and locations of UK-based events.

DOWN THE BOOK SHOP

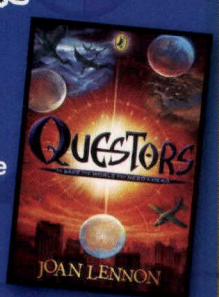
Improve your brainpower – get your nose into a book...

BLOODSONG
by Melvin Burgess



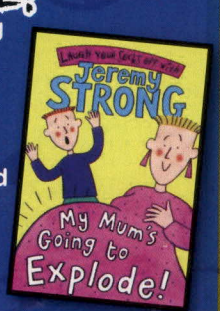
Forced into the clutches of a bloodthirsty dragon, Sigurd is fighting not only for his life, but for the survival of an apocalyptic Britain. For Sigurd is the chosen one; the golden warrior boy blessed with the courage of a hero and the strength of a lion.

QUESTORS
by Joan Lennon



Meet Madlen, Bryn and Cam. They're in charge of saving the world – well, three worlds actually. They're just not entirely sure how... Sparkling with wit and humour, this is a real page-turner, energetic and fluent. A cross between The Incredibles and The Wizard Of Oz.

My Mum's Going To Explode!
by Jeremy Strong

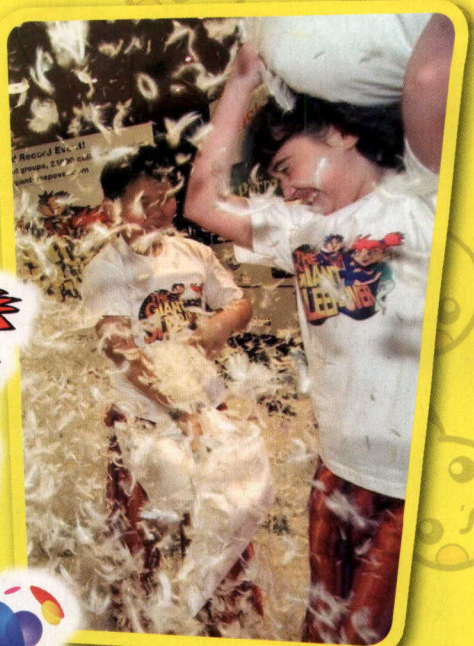


Ten-year-old Nicholas is embarrassed by his Mum's big bump and worried about not being an only child. Then he has a shock – Mum finds out she's expecting twins!

No sleep 'til Bedtime!

Giant Sleepover event 2007

Want to do your bit for charity and get yourself into the Guinness World Record Book at the same time? Well BT is organising its fourth annual Giant Sleepover event on the weekend of 16-17 June. Kids from primary schools, Brownie and Guide groups, Cubs, Scouts and other youth organisations are being invited to register and to get a special fundraising pack. The idea is that you all get together for a night of fun, but the lights must be out and everyone asleep for at least seven hours to qualify! Proceeds go to children's charities like ChildLine and there's a goody bag in it for all those who make it through the night! Interested? Well your youth leader can get more info from www.giantsleepover.com or by calling 0870 240 1640. It costs £20 for a group and £1 per child to take part. Sounds like a great idea to us, hope you all enjoy yourselves!



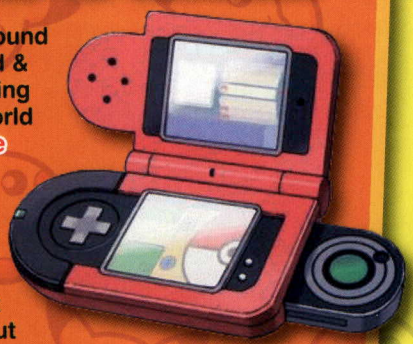
Sponsored by BT

RANGER USA DVD

Having enjoyed Lucario And The Mystery Of Mew back in September, those lucky Americans are now set to get the ninth Pokémon movie on DVD on 3 April. Pokémon Ranger And The Temple Of The Sea closely follows story elements from the new Pokémon Ranger DS game and stars Manaphy, the new

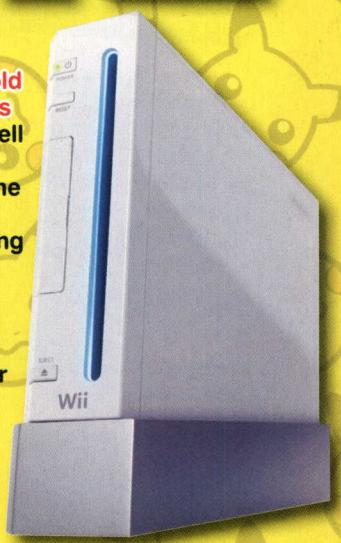
WESTERN DIAMOND & PEARL BOXES!

The excitement around Pokémon Diamond & Pearl is really hotting up in Pokémon World Towers – it's going to be the first REAL Pokémon game update since Emerald back in 2005 on the Game Boy Advance. Nintendo is still remaining tight-lipped about the release date, but with Ranger set to come out on 30 March, and that game linking to Diamond & Pearl, we would bet on a Summer release for the new games. In the meantime, the Western box artwork has been released for the games and it's essentially the same as the Japanese versions, only with Diamond and Pearl type under the Pokémon logo – well fancy that!



EVERYONE WANTS A WII!

Here's an interesting statistic for you – for every PlayStation 3 sold in Japan, Nintendo has sold four Wii consoles! Wow, well done Nintendo – you're really showing Sony who is boss of the console world! Even the now ageing PlayStation 2 is outselling the PS3 – a fact that is almost more shameful for Sony. The reason? Well top of the list has to be the astronomical price of the new PlayStation. It's due for release in the UK on 23 March at the silly price of £425. We here at Pokémon World also like to think that it's because Wii offers all-round family fun with its mix of hands-on sports, puzzle and party games. The PS3 is all about looking cool – and cool costs!



Fancy winning yourself a Wii? Well get on over to page 24 where the kind people at Nintendo have given us a console for Pokémon World readers.

It's games like WarioWare: Smooth Moves that have made everyone fall in love with the Wii – it even has cameo appearances by lots of other Nintendo games, such as Nintendogs.

RELEASE

Ninth Pokémon movie all set for launch Stateside!

Pokémon, along with Ash, Pikachu and a Pokémon Ranger called Jackie. The heroes must protect a Manaphy egg from a vicious pirate known as The Phantom and find the Sea Temple. If they don't, The Phantom plans to take over the world, which wouldn't be nice! The artwork for the release has been revealed by Manga DVD specialists Viz Media. It's actually the same artwork as the Japanese movie poster, as you can see here. Strangely, the Japanese DVD release went with alternative artwork – one for all hardcore Pokémon collectors out there to add to their collection then!

WIN COPIES OF LITTLE BRITAIN AND A PS2!

You might have noticed a hot new game in the shops starring Matt Lucas and David Walliams – yes, the Little Britain game was released last month on PlayStation 2 and PC.

Little Britain The Video Game is a fun collection of mini-games presented in the format of an episode from the TV show. Players can get interactive with their favourite characters in a series of eight mini-games featuring Lou and Andy, Vicky Pollard, Mr. Mann, Emily and Florence, Marjorie Dawes, Daffyd Thomas, Judy & Maggie and Letty. Each mini-game plays like a sketch!

To stand a chance of winning a slimline PS2 and a copy of the game just answer this question...

Which former Doctor Who narrates Little Britain?

A. Bill Pertwee
B. Peter Davidson
C. Tom Baker

Just email the answer to pokemonworld@imagine-publishing.co.uk or post it to our usual address marking your letter 'Little Britain Compo'. Make sure you put your name, address and age on and get it to us no later than 14 April – good luck!

POKÉMON BATTLE FRONTIER EPISODE GUIDE

#458 - Strategy Tomorrow - Comedy Tonight!

On the way to the Battle Pyramid, Ash and his gang bump into a small girl called Ada, she has a mimicking parrot Pokémon called Chatot. Ada is a stand-up comedienne and wants to compete in a competition in the local city, but each time she attempts to set off, Charot flies away and comes back later mimicking all kinds of strange words. Ash and the gang decide to follow Chatot one night to find out exactly where he's going, and what they can do to help Ada.

They're a friendly bunch, Ash and his pals, they're always bumping into people and chatting.

Ada has a Chatot with her that mimmicks everything that is said to it, annoyingly.

As ever, Team Rocket are not too far behind. Now they want Chatot for themselves!

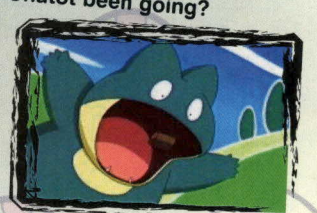
Team Rocket will try any kind of disguise to capture the Pokémon they want – even a suit!

Chatot is soon captured in a cage. Can the gang release Ada's Pokémon for her? Of course...

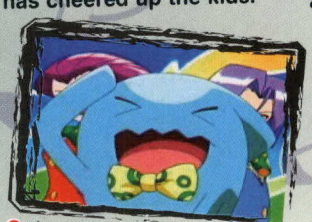
...they are soon all reunited back at Ada's house. Now, where has Chatot been going?

It turns out the parrot Pokémon has been visiting a local hospital, where it has cheered up the kids.

Putting on a comedy show for the kids, Brock dresses up in a sombrero and false moustache!



Max uses Munchlax and does an act where he throws food into the big Pokémon's mouth.



Jessie's Wobbuffet bursts onto the scene, spoiling all the fun for the children.

Team Rocket and Ash's gang battle it out, with Ash using Sceptile and a Bullet Seed move.

Of course, the gang beat Team Rocket and it's not long before they are on their way again.

Tune in next time for more Pokémon adventures.

Competition Rules
1. All entries must be received by 14 April 2007 2. There is no cash alternative and actual console hardware may be different to that shown 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry. Little Britain © Matt Lucas and David Walliams 2007. Licensed by Granada Ventures

CRAVING MORE SILLINESS? Join Jeremy's KRAZY KLUB at jeremystrong.co.uk

UDDERS!

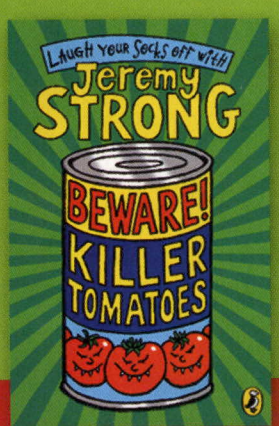
LAUGH YOUR SOCKS OFF WITH

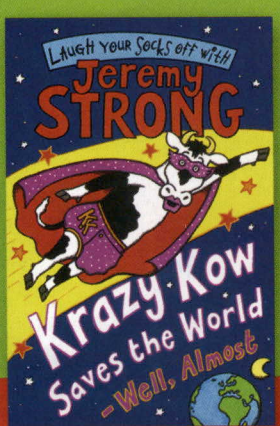
Jeremy STRONG

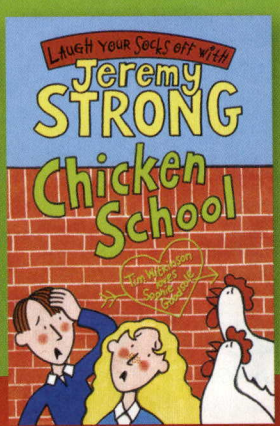
WALKIES!

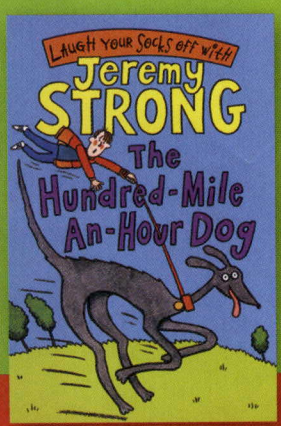
SPLATT!!

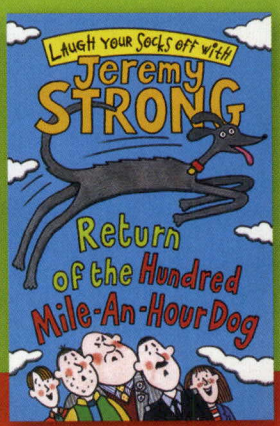
HICCUPS!

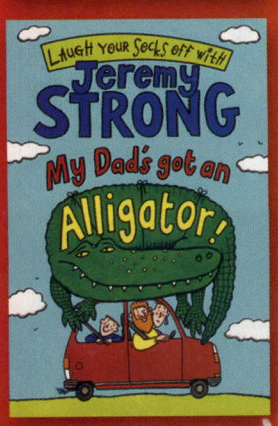


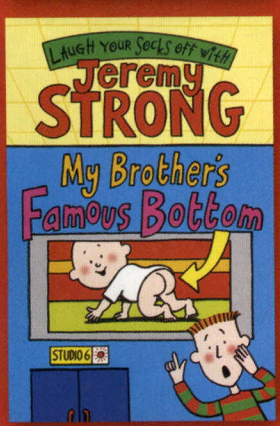


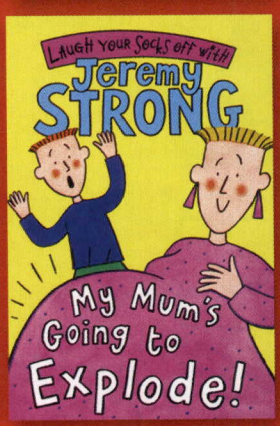


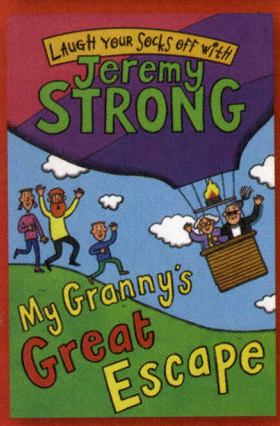


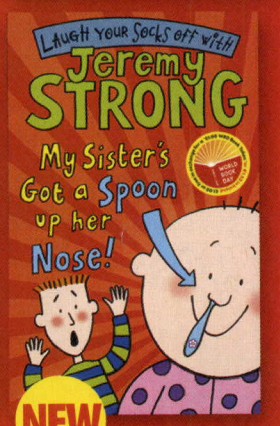












KAPOW!

WHOOOOOOOOOOOOOOSH!

Illustrations (c) Ni ck Sharratt

Buy any of these silly books now at WHSmith and get another one half price*

TERMS AND CONDITIONS: Subject to availability from selected WHSmith high street stockists. Offer excludes *My Sister's Got a Spoon up her Nose*. Offer excludes stores in hospitals, stations, aiports and motorway service stations and online. Cannot be exchanged for any other merchandise. For a limited period only - more details at your local participating store. PROMOTER: WHSmith Retail Limited, Greenbridge Road, Swindon, Wiltshire, SN3 3RX

WHAT'S ON TV?

SKY ONE

POKÉMON ADVANCED CHALLENGE

Every day, 7am

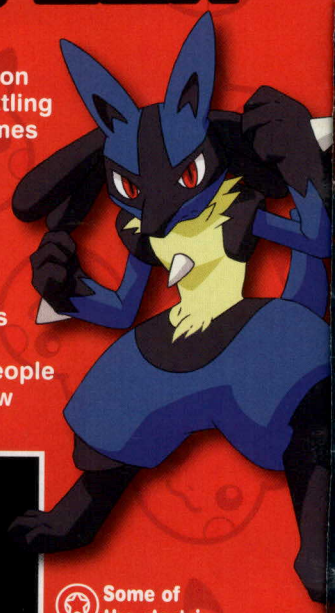
Catch up with the adventures of Ash and co every single day on Sky One. There's a half-hour episode every morning at 7am, taken from the Advanced Challenge series. In the past month Ash and the gang have met up with the beautiful gym leader Winona at the Feather Carnival; they were excited to find a banana garden, but they sensed trouble when the ground began to shake and crack open; then there was the episode where they came across Team Rocket who tried to capture Pikachu – as usual.

Pokémon Advanced Challenge has a total of 52 episodes – catch 'em all on Sky One!

BIG エアロン!! チョッシイハキ!!

スウオ battle revolution update 三上以

Some say that Battle Revolution is nothing but a 3D way of battling the Pokémon from the DS games – we say, "what's wrong with that?!" It has now been revealed that once the ten Colosseum have been completed, a number of new options open up. You can buy, and transfer to the DS, a special version of Pikachu complete with a combination of attacks previously impossible. The main Colosseum also have new rules and people to battle against, giving the game a new lease of life.



Some of the electric moves look amazing in the dark Colosseums. Here we find Jibacoil using the Magnet Bomb move to great effect.

It's wonderful to finally see the Pokémon moves just how they were originally imagined. Here Mukuhawk is using his Feather Dance to show another Pokémon who's boss!

ガヴパド ノペぎドグ
ポぎプォド ーヨ ドナードン
ぎガ ぎペペ

THREE NEW MICE FOR YOUR COMPUTER!

モナトィチカカチソ!!

Is your computer mouse really boring? White, grey or black from your dirty fingers clicking on it all the time? Well what you need is a shiny new Pokémon mouse, just like the ones that have just gone on sale in Japan. They come in three flavours – Hikozaru, Naetoru and Pochama – each with two buttons, a roller and an optical sensor to detect movement, so no need to clean the ball inside on these babies! While it's unlikely you'll see these in your local high street store anytime soon, shop around online and you just might bag one (but we didn't tell you that)!

COOKING WITH NINTENDO DS

Yes, you read that right, Nintendo has been experimenting with a whole new genre of game in Japan – cookery instruction and watching your weight! Using the DS's unique touch-screen capabilities, software has been created that hopes to appeal to all the wannabe chefs out there. It shows how to create healthy recipes for the whole family, then counts and stores what you have consumed in calories, fat and salt. Genius stuff really, and something we would love to see in the UK. Now, has it got burgers?

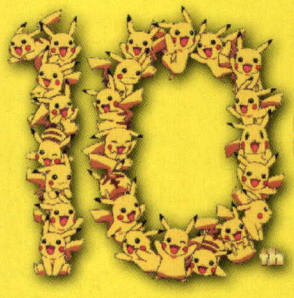
WEB WATCH

ウェブチェック!!

Let's have a closer look at the amazing Pokémon treats you can find on Japanese websites...

NEW MOVIE ずかん

A new Pokémon movie is currently in production in Japan. It's called Pokémon Diamond and Pearl: Dialga Vs. Palkia and is the tenth full-length Pokémon movie to be made, which ties in nicely with (just over) ten years of Pikachu and Pokémon. The rumour is that there's a special short feature included with the movie celebrating ten years of everyone's favourite yellow mouse monster!



WWW.POKEMON-MOVIE.JP

DIALGA VS PALKIA

If you fancy a trip to the cinema next time you're in Japan (?!) then the new movie releases on 14 July – let us know what you think!

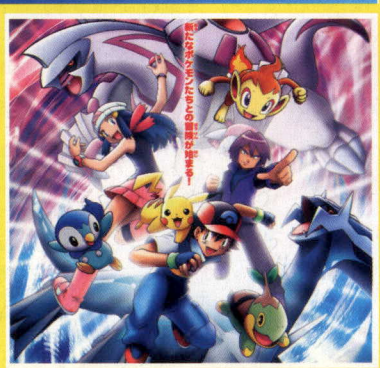
TOGETHER CD タチトシ

The Official Soundtrack (or OST) CDs of top movies are big business in Japan, and the new Pocket Monster Diamond & Pearl anime is no exception. The CD includes all the music from the film, including special Karaoke versions for fans to sing along to! With artwork done by Ken Sugimori, the guy behind all the excellent new Pokémon artwork, it's a true collector's item!

WWW.POKEMON.JP

TV TOKYO ずかん

If you like your Japanese anime then a website well worth checking out is the official home of cartoon company TV Tokyo. It's famous for the Pokémon animation series and you'll find lots of fascinating pages about the show – try reading them with an online translator like Babelfish. The website also has a host of other cool shows you can check out on there – give them a go and see what you think.



ガビガヲプッヲ

WWW.TV-TOKYO.CO.JP/POKEMON

Are you ready to become a Pokémon Ranger, learn the power of Pokémon and protect nature? Yes, of course you are! This Nintendo DS Pokémon adventure is unlike any Pokémon game that has come before – you must capture Pokémon by drawing a Capture Line around them with the DS's stylus. Sounds easy, but when the Pokémon you're after is dashing around all over the place and if it breaks your Capture Line you have to start over – you can imagine how the game quickly becomes challenging.

You start out with a choice of boy or girl Ranger – Lunick is the boy, Solana the girl. One of the top Ranger leaders, Spenser, invites you to Fall City to learn your Ranger skills and be equipped with your Capture Styler, invented by Professor Hastings. You're soon transported to the Ranger base to start your first mission. You are accompanied by a single partner Pokémon. This helpful monster will remain with you throughout the game, helping you control all the wild Pokémon you capture. As you gain experience, the missions you are offered will get more

Capture Styler

Once contact has been made with a Pokémon you must draw Capture Lines around it using the stylus. The line you draw is blue until you've made a complete circle, then the number of additional circles you have to draw around the monster flashes on the screen. Of course, things are made more tricky as Pokémon don't like to be captured – they will fight and dash around. If they manage to break through the Capture Line you have drawn then it's back to the start – be quicker next time!

A Pokémon attacking your Capture Line is a surefire way for your Capture Styler to lose energy. When all the energy is gone it's game over so you need to be careful what you do!

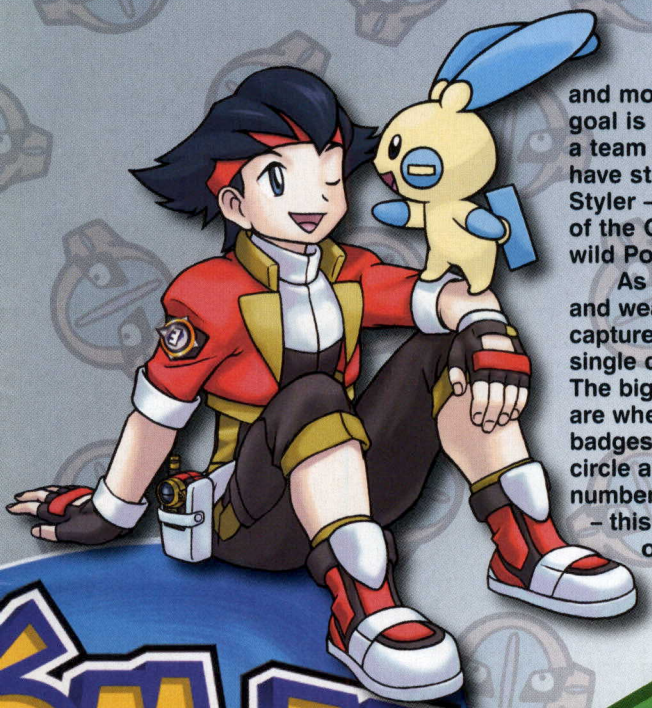
Field Moves

Pokémon are very useful creatures to have around. Many of them have special abilities called Field Moves that you can make use of to progress in your mission. The Burn move known by Fire Pokémon can incinerate hay bales and fallen trees, the Crush move is useful for smashing boulders and rockfalls. Any Pokémon with sharp fangs can use the Cut move to clear the way and there's a rare Field Move known only to Staryu called Flash. This will send out a burst of light to illuminate a dark room for a short period of time.

Success in a mission will rely on you getting to know the Field Moves and Pokémon well. Looks like Torchic has been useful here.

Target Clearing

It's easy to tell if you can interact with an object you come across – just tap it with your stylus. If a description appears in the top screen and the object highlights with a white border, you can do something with it! This is where the Field Moves come in to play. The description will tell you which Field Move is needed, and most of them have three levels of power. Using a Field Move is as easy as tapping on the Pokémon you want to use, then dragging a line from them to the object. When you lift the stylus off the screen, the Pokémon will go to work for you. Once the job in question is complete, the Pokémon will be released from your party, but you can capture them again by going back to the location you first found them.



and more challenging. The ultimate goal is to take on the Go-Rock Squad, a team of villainous Rangers who have stolen Professor Hastings' Super Styler – the newly developed version of the Capture Styler used to hold wild Pokémon.

As you can imagine, the small and weak Pokémon are quite easy to capture – they only need you to draw a single circle Capture Line around them. The bigger, more powerful Pokémon are where you will earn your Ranger badges though. Completing one circle around these will flash a number up on the screen – this is the number of additional circles you have to complete before the Pokémon is captured!

Once captured, you can use the abilities of the wild Pokémon to aid you in your mission as a Field Move, or to capture other Pokémon in a Poké Assist. These abilities are based on ➡

Special Missions

In great Nintendo tradition, just completing Pokémon Ranger isn't enough – in fact you've only just started! The game hides Special Missions that increase the longevity and provide wonderful link-up opportunities with Diamond & Pearl coming later in the year. There's a Special Mission to retrieve a Manaphy egg, a confrontation with an injured Deoxys, a mission to save Celebi from the dastardly Go-Rock Squad and one to find the Phantom Mew. Great fun eh?

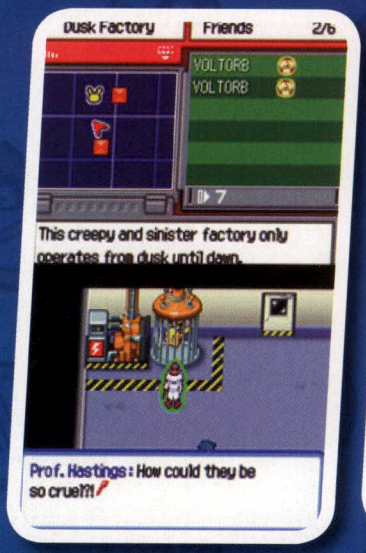
Accessing the Manaphy egg mission will require you to enter a special password that was revealed on the official Nintendo website. See Mew's News this issue for more information on this.

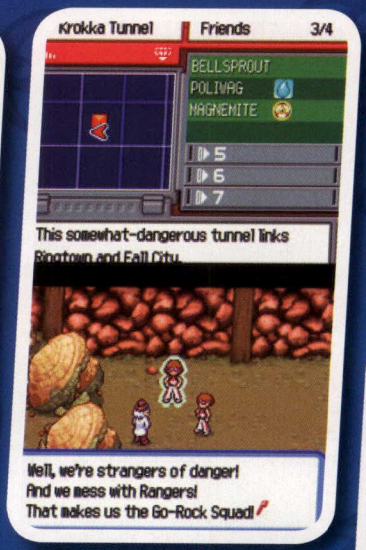
Poké Assist

Sometimes capturing Pokémon can be really tricky – they will run around, breaking your Capture Line and even attacking your Capture Styler and draining its HP. Winning these battles with Pokémon is made slightly easier with the use of Poké Assists. Choosing the right Pokémon to power up your Capture Disc will ensure victory. The Bug Poké Assist, for example, shoots out a gob of webbing at the Pokémon, tangling them up and making them easier to capture. All you need do to activate this is draw a line towards the foe. You will need to experiment to master the art of the Poké Assist!

Once you have cleared an obstacle it will stay cleared for the rest of your game.

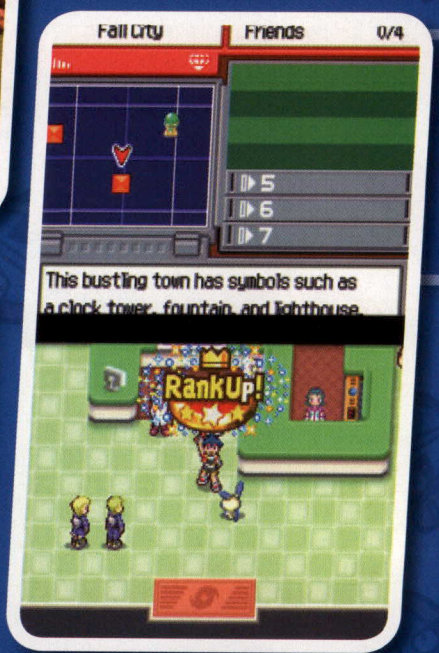
Here's a really powerful Poké Assist for you... the waves of electricity sent out from Minun or Plusle will stun all the Pokémon around, making them much more easy to capture.





Captured Pokémon will follow you around until you make use of them in a Poké Assist or a Field Move. Once done they scamper off back to the wild, but can be captured again.

There are Sea Capture Challenges that take place in the Saffra Sea in Summerland later in the game. You get to ride on the back of a Lapras to capture Water Pokémon and it's great fun!



There's an extensive tutorial in the game to teach you all about the new gameplay. Once your rank is high enough, the main missions will start and the action really hots up!

2nd Opinion

Wow! It's not long since Pokémon Mystery Dungeon took Pokémon gaming off in a completely new direction, and now Pokémon Ranger gives us another unique spin-off to the regular RPG series. The graphics in this game are far in front of Mystery Dungeon though, that game was really made for the Game Boy. I just love the new way of capturing wild Pokémon. It takes a bit of getting used to, but it wasn't long before I was drawing Capture Lines like a pro! If you're a real hardcore Pokénut you'll be interested to learn that Ranger characters also appear in the Pokémon cartoons on Sky. See if you can spot them!

Stu Yew

Console	Nintendo DS
From	Nintendo
Due out	30 March

the Pokémon's type and successfully completing the game is a matter of using the abilities at the right time as once they've been used, the Pokémon return to the wild.

There's a total of 210 Pokémon to capture in the game, but you get to see many more as you progress through the missions, you just can't put them to work for you. While the actual adventure is quite simple – one mission leads you on to another and you can't really choose your own path – the thrill for all Pokémon fans is in seeing these pocket monsters reaction to the new Capture Styler and learning what you can achieve with the different types of Pokémon. With some excellent animation on the monsters, a new and exciting world to explore as well as hidden extras that will lead you on to Diamond & Pearl, this game really is an essential purchase!

Score 5/5

WIN! WIN! WIN!

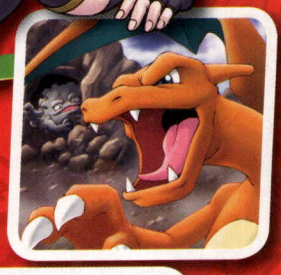
WIN! A DS LITE & POKEMON RANGER GAMES!

So are you excited about Pokémon Ranger yet? It's a new Pokémon gaming experience not to be missed and a welcome distraction while we all wait for the main event – Diamond & Pearl. The lovely people at Nintendo have given us a shiny new Nintendo DS Lite and a copy of the game for you to win by entering our special competition. Just send your answer to pokemonworld@imagine-publishing.co.uk or post it to our usual address marking your entry 'I Wanna be a Ranger Compo'...

Which Pokémon Ranger has failed to capture a Pokémon?

A. Go-Rock girl
B. Hastings
C. Joel
D. Spenser
E. Lunick

Put your name, address and age on your entry and get it to us by 17 April or you'll be too late. Good luck all you Pokémon Rangers out there!



Competition Rules
1. All entries must be received by 17 April 2007 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

WIN! WIN! WIN!

Walt Disney Pictures Presents

MEET THE ROBINSONS

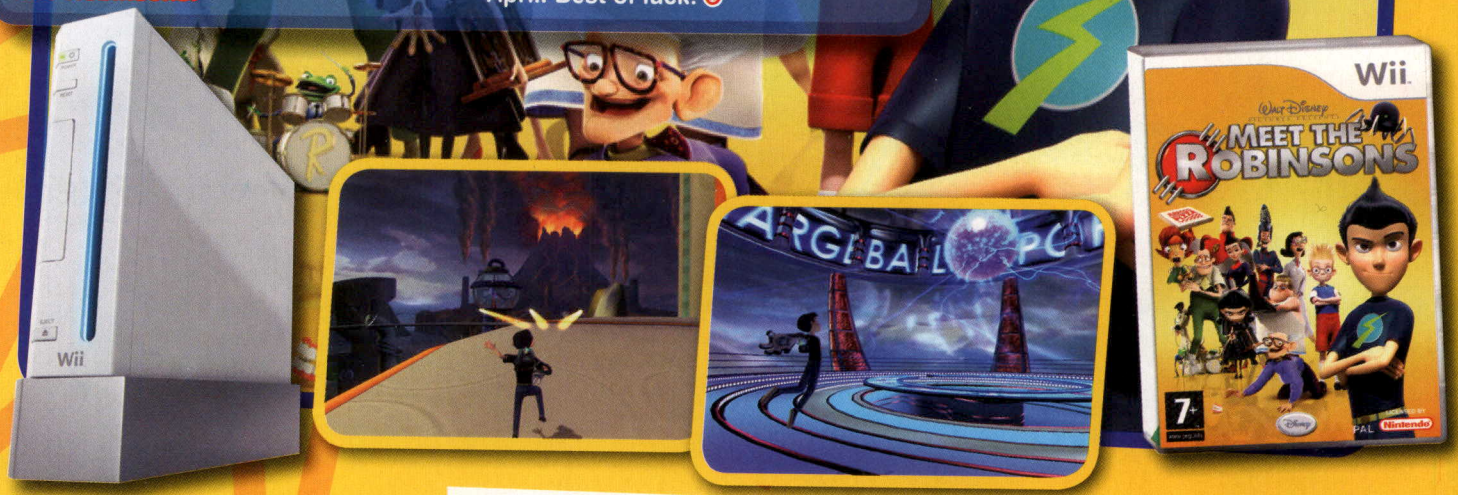
WIN! A NINTENDO WII & LOTS OF DISNEY GAMES!

Based on the new Disney movie, Meet The Robinsons is a time-travelling action game. You take on the role of Wilbur Robinson and help him chase the dastardly Bowler Hat Guy and his diabolical robotic hat Doris through multiple timelines in an attempt to thwart their evil plans! The game is coming out on all consoles, but we've got a Wii and copies of the game to give away, courtesy of our friends at Buena Vista Games. All you've got to do is email the correct answer to pokemonworld@imagine-publishing.co.uk or post it to our usual address marking your letter 'I want to Meet the Robinsons!'...

Which William Joyce book is the new Meet The Robinsons Disney movie based on?

A. A Day with Wilbur Robinson
B. A Day at home with Mickey Mouse
C. A Day at Walt Disney World, Florida

Put your name, address and age on your entry and get it to us by 17 April. Best of luck!



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©Disney

Pokémon Diamond & Pearl POKÉDEX

The Pokémon World Pokédex explained...

Name: These are still the Japanese names, except for one or two! The colour is the Pokémon's Pokédex colour.

Sprite: We have used the male sprites from Diamond & Pearl.

Type: There are seventeen Elemental types of Pokémon.

Number: This is the National Pokédex number of each monster.

Species: This is based on the biological characteristics of the monster.

Description: A summary of the Pokédex entry for each Pokémon.

With Pokémon Diamond & Pearl going great guns over in Japan, and the USA and European release getting ever closer, we thought it was about time we brought you an updated Pokédex so that you can get yourself ready for the Pokémon game of your life! There are 107 new Pokémon in the latest games and remember... You've got to catch 'em all!

Glacia #471

Type: Ice
Species: Deep Snow
Height: 2'7"
Weight: 57.1lb
Description: The hair over its body is frozen and sharpened like needles.

Naetle #387

Type: Grass
Species: Young Leaf
Height: 1'3"
Weight: 22.5lb
Description: The shell on its back is made of soil and grows stronger in water.

Hayashigame #388

Type: Grass
Species: Tree Bush
Height: 3'7"
Weight: 214lb
Description: It lives along water sides in forests and has trees on its shell.

Dodaitose #389

Type: Grass/Ground
Species: Continent
Height: 7'3"
Weight: 683.5lb
Description: Smaller Pokémon have been known to nest under a Dodaitose's shell.

Hikozaru #390

Type: Fire
Species: Young Monkey
Height: 1'7"
Weight: 14lb
Description: It lives on top of rock mountains and produces gas in its stomach for a flame.

Moukazaru #391

Type: Fire/Fighting
Species: Naughty
Height: 2'11"
Weight: 48.5lb
Description: The flame on its tail is used as a weapon and to make it look bigger in battle.

Goukazaru #392

Type: Fire/Fighting
Species: Flame
Height: 3'11"
Weight: 121lb
Description: Can pull off special fighting moves. It's flame never goes out.

Pochama #393

Type: Water
Species: Penguin
Height: 1'3"
Weight: 11.5lb
Description: Lives along the shoreline in the North and is good at swimming.

Pokémon Diamond & Pearl POKÉDEX

Pottaishi #394

Type: Water
Species: Penguin
Height: 2'7"
Weight: 50.8lb
Description: A single strike from its wings can be deadly, even big trees can be bent!

Emperte #395

Type: Water/Steel
Species: Emperor
Height: 5'7"
Weight: 186.3lb
Description: The three horns extending from its beak are a symbol of power.

Mukkuru #396

Type: Normal/Flying
Species: Grey Starling
Height: 1'
Weight: 4.4lb
Description: It has a noisy cry and flies around in large flocks. They have small bodies.

Mukubird #397

Type: Normal/Flying
Species: Grey Starling
Height: 2'
Weight: 34lb
Description: They hover over forests or plains to hunt for bug Pokémon.

Mukuhawk #398

Type: Normal/Flying
Species: Predator Bird
Height: 3'11"
Weight: 55lb
Description: It will boldly challenge foes even if they are bigger. It has large muscles.

Bipper #399

Type: Normal
Species: Round Mouse
Height: 1'6"
Weight: 44.1lb
Description: It has nerves of steel and is not perturbed by anything. It's very quick.

Beadull #400

Type: Normal/Water
Species: Beaver
Height: 3'28"
Weight: 69.4lb
Description: It builds its home by blocking rivers with dams made by berry trees or mud.

Koroboshi #401

Type: Bug
Species: Cricket
Height: 1"
Weight: Unknown
Description: It generates sounds by shaking its head to beat its feelers together.

Korotok #402

Type: Bug
Species: Cricket
Height: 3'3"
Weight: Unknown
Description: It shows its emotions through melody and crosses its arms when it cries.

Kolink #403

Type: Electric
Species: Flash
Height: 1'6"
Weight: 21lb
Description: Its entire body flashes when it detects danger. It makes electricity.

Luxio #404

Type: Electric
Species: Lightning
Height: 2'11"
Weight: 67lb
Description: An electric current flows from its claws and lives in large groups.

Rentorer #405

Type: Electric
Species: X-Ray
Height: 4'7"
Weight: 92.6lb
Description: It has eyes that can see through everything and spot prey in shadows.

Subomie #406

Type: Grass/Poison
Species: Flower Bud
Height: 8"
Weight: 3lb
Description: In winter, it survives the cold by closing its bud, opening again in spring.

Roserade #407

Type: Grass/Poison
Species: Bouquet
Height: 2'11"
Weight: 32lb
Description: It lures foes with a sweet scent and kills with the thorns inside the bouquets.

Zugaidos #408

Type: Rock
Species: Headbutt
Height: Unknown
Weight: Unknown
Description: It lives in dense forests, its skull is hard like iron and kills with a headbutt.

Rampard #409

Type: Rock
Species: Headbutt
Height: 5'3"
Weight: 226lb
Description: Its fierce headbutts have the power to shatter anything in one hit.

Tatetops #410

Type: Rock/Shield
Species: Shield
Height: 1'8"
Weight: 125.7lb
Description: The skin on its face is very hard and polishes it by rubbing on trees.

Trideps #411

Type: Rock/Steel
Species: Shield
Height: 4'3"
Weight: 329.6lb
Description: It can deflect any attack that comes from the front. It eats grass or berries.

Minomutchi #412

Type: Bug
Species: Bagworm
Height: 8"
Weight: 7.5lb
Description: To protect itself from the cold wind, it makes a coat from twigs and leaves.

Minomadam #413

Type: Bug
Species: Bagworm
Height: 1'8"
Weight: 14.3lb
Description: Its body changes upon evolution depending on its location.

Garmeil #414

Type: Bug/Flying
Species: Fruit Moth
Height: 2'11"
Weight: 51.4lb
Description: It loves flower honey and doesn't have a fixed habitat so it flies continuously.

Mitsuhoney #415

Type: Bug/Flying
Species: Baby Bee
Height: 1'
Weight: 12.1lb
Description: Its one Pokémon made up of three. It collects sweet nectar for the Beequeen.

Beequeen #416

Type: Bug/Flying
Species: Beehive
Height: 3'11"
Weight: 84.9lb
Description: Its body became the hive of the young ones. It nurses them with honey.

Pachirisu #417

Type: Electric
Species: Electric Squirrel
Height: 1'4"
Weight: 8.6lb
Description: It hides its favourite berries together with fur balls in tree holes.

Buoysel #418

Type: Water
Species: Sea Weasel
Height: 2'4"
Weight: 65lb
Description: The float around its neck stores air. It floats with its head above the water.

Flowsel #419

Type: Water
Species: Sea Weasel
Height: 3'7"
Weight: 73.9lb
Description: It's known to assist in saving drowning people with its large float.

Cherinbo #420

Type: Grass
Species: Cherry
Height: 1'4"
Weight: 7.3lb
Description: The nutrients needed for evolution are stored inside the smaller berry.

Cherrim #421

Type: Grass
Species: Cherry Blossom
Height: 1'8"
Weight: 20.5lb
Description: It blossoms when the sunlight is strong, releasing pent-up anger.

Karanakushi #422

Type: Water
Species: Sea Slug
Height: 1'
Weight: 13.9lb
Description: It is known to have different appearances and colours depending on habitat.

Toritodon #423

Type: Water/Ground
Species: Sea Slug
Height: 2'11"
Weight: 65.9lb
Description: It has a soft and boneless body. Any damage heals immediately.

Eteboth #424

Type: Normal
Species: Long Tail
Height: 3'11"
Weight: 44.8lb
Description: It uses its two tails to skilfully extract berries from their shells.

Fuwante #425

Type: Ghost/Flying
Species: Balloon
Height: 1'4"
Weight: 2.6lb
Description: The souls of humans and Pokémon solidified to form this new Pokémon.

Fuwaride #426

Type: Ghost/Flying
Species: Balloon
Height: 3'11"
Weight: 33.1lb
Description: It floats in a half-asleep state during the day, but moves in big groups at night.

Mimirol #427

Type: Normal
Species: Rabbit
Height: 1'4"
Weight: 12.1lb
Description: It vigorously extends its rounded ears to slam them into a foe.

Mimilop #428

Type: Normal
Species: Rabbit
Height: 3'11"
Weight: 73.4lb
Description: Very wary, when it senses danger it covers its body with the fur of its ears.

Mumage #429

Type: Ghost
Species: Magical
Height: 2'11"
Weight: 9.7lb
Description: After hearing its cries, which sound like spells, the foe will suffer headaches.

Donkarasu #430

Type: Dark/Flying
Species: Big Boss
Height: 2'11"
Weight: 60.2lb
Description: It becomes active when night falls. It is known to move around with Murkrows.

Nyarmar #431

Type: Normal
Species: Grey Cat
Height: 1'8"
Weight: 8.6lb
Description: Although it flashes its claws when it dislikes something, it is loved.

Bunyatto #432

Type: Normal
Species: Tiger Cat
Height: 3'3"
Weight: 96.6lb
Description: It will indifferently enter homes and make its own sleeping place.

Lisyan #433

Type: Psychic
Species: Bell
Height: 8"
Weight: 1.3lb
Description: It emits cries by shaking the circular orbs around its neck.

Skunpoo #434

Type: Dark/Poison
Species: Skunk
Height: 1'4"
Weight: 42.3lb
Description: From the rear it gives off a liquid with a terrible odour to ward enemies.

Skutank #435

Type: Dark/Poison
Species: Skunk
Height: 3'3"
Weight: 83.8lb
Description: The longer it keeps a liquid in its stomach, the more foul the smell!

Domirror #436

Type: Steel/Psychic
Species: Bronze
Height: 1'8"
Weight: 133.4lb
Description: Items that resemble Domirror have been unearthed at old graveyards.

Dotankun #437

Type: Steel/Psychic
Species: Bronze Bell
Height: 4'3"
Weight: 412.3lb
Description: It possesses moves to summon rain clouds and cause rain to fall.

Bonsly #438

Type: Rock
Species: Bonsai
Height: 1'8"
Weight: 33lb
Description: Although it always appears to be crying, it is actually regulating its water.

Mime Jr. #439

Type: Psychic
Species: Mime
Height: 2'
Weight: 28.6lb
Description: It has the habit of mimicking its foes' movements, then escaping.

Pinpuck #440

Type: Normal
Species: Playhouse
Height: 2"
Weight: 134lb
Description: It likes white round objects. It imitates Chansey by carrying a stone.

Chatot #441

Type: Normal/Flying
Species: Music Note
Height: 1'8"
Weight: 4lb
Description: It learns people's words and beats a rhythm by swinging its tail left and right.

Mikaruge #442

Type: Ghost/Dark
Species: Imprison
Height: 3'3"
Weight: 238.1lb
Description: Born from the assembly of 108 spirits. It's sealed in the Crucial Stone.

Fukamaru #443

Type: Dragon/Ground
Species: Land Shark
Height: 2'4"
Weight: 45.2lb
Description: It lives in small tunnels of caves and swiftly jumps out to catch prey.

Pokémon Diamond & Pearl POKÉDEX

Gabite #444

Type: Dragon/Ground
Species: Cave
Height: 4'7"
Weight: 123.5lb
Description: It has the habit of collecting dug-up gemstones in its lair.

Gablias #445

Type: Dragon/Ground
Species: Mach
Height: 6'3"
Weight: 209.4lb
Description: It looks like a jet when it folds up its body and extends its wings.

Munchlax #446

Type: Normal
Species: Big Eater
Height: 1'11"
Weight: 231.5lb
Description: It eats its own body weight in food once every day.

Riolu #447

Type: Fighting
Species: Ripple
Height: 2'4"
Weight: 44.5lb
Description: It calls out to companions with pulses given off from its body when scared.

Lucario #448

Type: Fighting/Steel
Species: Aura
Height: 4'
Weight: 119lb
Description: It possesses the power to pick up the pulses given off by all things.

Hipopotas #449

Type: Ground
Species: Hippopotamus
Height: 2'7"
Weight: 109.1lb
Description: It bathes its body with sand to protect itself against germs and hates water.

Kabarudon #450

Type: Ground
Species: Weight
Height: 6'7"
Weight: 661.4lb
Description: It blows out the sand stored inside itself through holes in its body.

Scorpi #451

Type: Bug/Poison
Species: Scorpion
Height: 2'7"
Weight: 26.5lb
Description: The claw on its tail clamps onto prey to inject poison. It lives on dry land.

Dorapion #452

Type: Poison/Dark
Species: Monster Scorpion
Height: 4'3"
Weight: 135.6lb
Description: The claws in its two arms have the destructive power to scrap motor cars!

Gureggru #453

Type: Poison/Fighting
Species: Cursing
Height: 2'4"
Weight: 50.7lb
Description: It has poison pouches in its cheeks. It stabs its fingers that ooze poison.

Dokurog #454

Type: Poison/Fighting
Species: Cursing
Height: 4'3"
Weight: 97.9lb
Description: The spikes on its fists secrete a powerful poison that kills with a scratch.

Muskippa #455

Type: Grass
Species: Fly Catcher
Height: 4'7"
Weight: 59.5lb
Description: It lures prey into its big jaws with its saliva that has a sweet smell.

Keikouo #456

Type: Water
Species: Hop Fish
Height: 1'4"
Weight: 15.4lb
Description: When it is showered with sunlight its fin pattern changes.

Neorant #457

Type: Water
Species: Neon
Height: 3'11"
Weight: 53.9lb
Description: It lives somewhere in the deep seas. It lures prey by flashing its fins.

Tamanta #458

Type: Water/Flying
Species: Kite
Height: 3'3"
Weight: 143lb
Description: It uses its two feelers to catch the plankton floating in sea water.

Yukikabli #459

Type: Grass/Ice
Species: Frosted Tree
Height: 3'3"
Weight: 111.3lb
Description: It lives in snowy mountains and only rarely does it go near humans.

Yukinooh #460

Type: Grass/Ice
Species: Frosted Tree
Height: 7'3"
Weight: 298.7lb
Description: It starts blizzards to turn its surroundings into pure white snow.

Weavile #461

Type: Dark/Ice
Species: Sharp Claw
Height: 3'8"
Weight: 75lb
Description: It lives in cold regions and they work in teams to chase down prey.

Jibacoil #462

Type: Electric/Steel
Species: Magnetic Field
Height: 3'11"
Weight: 396.8lb
Description: Evolved under the influence of a special magnetic field.

Berobelt #463

Type: Normal
Species: Lick
Height: 5'7"
Weight: 308.6lb
Description: Wraps its extending tongue around anything and drools!

Dosydon #464

Type: Ground/Rock
Species: Drill
Height: 7'10"
Weight: 623.5lb
Description: Stuffs rocks into the holes in its palms then shoots them out at enemies.

Mojumbo #465

Type: Grass
Species: Vine
Height: 6'7"
Weight: 283.5lb
Description: It extends its arms and shoots out vines of plants to entangle its prey.

Elekibull #466

Type: Electric
Species: Thunder
Height: 5'11"
Weight: 305.6lb
Description: It attacks by plugging the tips of its two tails into the foe.

Booburn #467

Type: Fire
Species: Smoke Breath
Height: 5'3"
Weight: 149.9lb
Description: It shoots 2000°C fireballs from its hands and lives in volcanic craters.

Togekiss #468

Type: Normal/Flying
Species: Blessing
Height: 4'11"
Weight: 83.8lb
Description: It will not appear in places where disputes have started. Hasn't been seen lately!

Megayanma #469

Type: Bug/Flying
Species: Demonfly
Height: 6'3"
Weight: 113.5lb
Description: When it flaps its wings, the shockwaves created cause lethal damage.

Leafia #470

Type: Grass
Species: Fresh Green
Height: 3'3"
Weight: 56.2lb
Description: In order to carry out photosynthesis like a plant, it must have clean air.

Glacia #471

Type: Ice
Species: Deep Snow
Height: 2'7"
Weight: 57.1lb
Description: The hair over its body is frozen and sharpened like needles.

Glion #472

Type: Ground/Flying
Species: Fang Scorpion
Height: 6'7"
Weight: 93.5lb
Description: It observes its prey by dangling on tree branches with its tail.

Manmoo #473

Type: Ice/Ground
Species: Two Tusk
Height: 8'2"
Weight: 641.5lb
Description: The imposing tusks are made of ice. It doesn't like the warm.

PorygonZ #474

Type: Normal
Species: Virtual
Height: 2'11"
Weight: 75lb
Description: Its programming was changed to make it strong, but it's behaving strangely.

Erlade #475

Type: Psychic/Fighting
Species: Blade
Height: 5'3"
Weight: 114.6lb
Description: It fights with the blades on its extendable and retractable elbows.

Dainose #476

Type: Rock/Steel
Species: Compass
Height: 4'7"
Weight: 749.6lb
Description: Its entire body gives off magnetic pulses. It has three Chibinoses.

Yonoir #477

Type: Ghost
Species: Grab
Height: 7'3"
Weight: 235lb
Description: The antenna on its head receives transmissions from spirits.

Yukimenoko #478

Type: Ice/Ghost
Species: Snow Country
Height: 4'3"
Weight: 58.6lb
Description: It blows cold air of -50°C to freeze its enemies. It has a hollow torso.

Rotom #479

Type: Electric/Ghost
Species: Plasma
Height: 1'
Weight: 7lb
Description: It has a body made of plasma. It is known to mess up electrical items.

Yuxie #480

Type: Psychic
Species: Knowledge
Height: 1'
Weight: 0.7lb
Description: It is called the 'God of Knowledge' and possesses powers to erase memory.

Emurit #481

Type: Psychic
Species: Emotion
Height: Unknown
Weight: Unknown
Description: It taught humans the pain of sorrow as well as the treasure of joy.

Agnome #482

Type: Psychic
Species: Will
Height: 1'
Weight: 0.7lb
Description: It sleeps at the bottom of the lake to maintain the world's balance.

Dialga #483

Type: Steel/Dragon
Species: Time
Height: 17'9"
Weight: 1,505.8lb
Description: It possesses the power to control time. It appears in Sinnoh myths as a god.

Palkia #484

Type: Water/Dragon
Species: Space
Height: 13'9"
Weight: 740.8lb
Description: In Sinnoh myths it appears as a god who possesses the power to distort space.

Heatran #485

Type: Fire/Steel
Species: Crater
Height: 5'7"
Weight: 948lb
Description: It lives at the crater of a volcano and crawls around by digging into the walls.

Regigigas #486

Type: Normal
Species: Giant
Height: 12'2"
Weight: 925.9lb
Description: A Pokémon legends says that it moved a continent by pulling a rope.

Giratina #487

Type: Ghost/Dragon
Species: Rebel Spirit
Height: 14'9"
Weight: 1,653.5lb
Description: A Pokémon said to live in the world beyond this one. It appears at ancient graves.

Crecelia #488

Type: Psychic
Species: Crescent
Height: 4'11"
Weight: 188.7lb
Description: When it flies, particles of light emanate from its veil-like wings.

Phione #489

Type: Water
Species: Ocean
Height: 1'4"
Weight: 6.8lb
Description: It lives in warm seas and inflates the bladder on its head to drift between waves.

Manaphy #490

Type: Water
Species: Voyage
Height: 1'
Weight: 3.1lb
Description: It was born near a cold ocean and will swim long distances then return.

Darkrai #491

Type: Dark
Species: Darkness
Height: 4'11"
Weight: 111.3lb
Description: It has the power to lure people into deep sleep and show them bad dreams.

Sheimi #492

Type: Grass
Species: Gratitude
Height: 8"
Weight: 4.6lb
Description: It curls its body up like a flower and people just pass it by.

Arseus #493

Type: Normal
Species: Creation
Height: 10'6"
Weight: 705.5lb
Description: It is painted in myths as the Pokémon who created the world.

DESIGN A MONSTER!

Have you got a great-looking monster you'd like to share with other readers? Send it to Design a Monster, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

Monster of the Month!

Evolution: Evolves from Mew

Mewoh

1

Pokémon type: Psychic/Dark

Special attacks: Mind Crush, Transform, Luster Purge, DNA Beam

Brief Description: Mewoh is a Pokémon with mind-blowing attacks. It evolved from Mew when a black thunderbolt stuck in Mew's heart. It lurks on Divine Island in the Temple of World Power.

Sean Clarke, age 11, Rugby

Pokémon World Star Monster!

Sadly we can't return your pictures, but we try to print as many as we can.

DID YOU KNOW?

IN THE SHONEN MANGA SERIES 'GET POKEMON' A TRAINER NAMED SHUU CAN TALK TO POKEMON WITH HIS IN-COM HEADSET!

DESIGN A MONSTER

Evolution: None

Crag

2

Pokémon type: Fire/Rock/Flying

Special attacks: Flaming Rock Throw, Fire Quake, Flare

Brief description: This Pokémon may be one of the rarest but it is in fact one of the simplest to catch. But be warned – this Pokémon can shoot fireballs from its head!

Ben Smith, age 11, Reading

Evolution: Evolves from Vulpix

Graveon

3

Pokémon type: Psychic/Dark

Special attacks: Night Howl, Confusing Claw, Tail Beam

Brief description: Graveon lives near graveyards or at the top of Mount Moon. She can unleash a deafening howl when she is disturbed.

Elley Jane Stephenson, age ten

Evolution: Evolves from Scyther

Spiky

4

Pokémon type: Steel/Flying

Special attacks: Steel Kick, Super Bite, Hidrokick, Spike

Brief description: This Pokémon can only be found at the end of Pokémon League. It gets very angry and it's more powerful than the three legendary birds put together.

Joseph Holden, age ten, Manchester

Evolution: None

Hammerhits

5

Pokémon type: Water/Dragon/Fighting

Special attacks: Sonar Blast, Mega Tailflip, Hydro Slap

Brief description: When Hammerhits sense other species with its sonar it sends shockwaves through the water before using its attacks. It is a very rare Pokémon in the sea.

Jay Somerfield, age seven, Stoke-on-Trent

Evolution: Evolves with Fire + Moon + Sun Stone

Electrachu

6

Pokémon type: Electric/Dragon

Special attacks: Magnabeam, Electric Rain, HP Annihilation

Brief description: This Pokémon is made from pure steel. It is a hard head destruction machine. It can only be caught with a plasma ball and it can only be found on Icomadiz Island.

Kayleigh Dunning, age nine, Swindon

WIN! WIN! WIN!

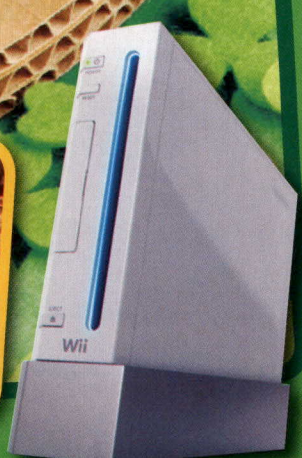
WIN! A NINTENDO WII & KORORINPA GAMES!

Here's a bunch of fun you can have with the Wii – Kororinpa is a puzzle maze game where you get to manoeuvre all kinds of wacky balls around mazes using nothing but the tilt sensor of the Wii Remote. Tricky stuff indeed! Nintendo has kindly given us a Wii and five copies of the game to give away so you can experience the fun for yourself. Just email the correct answer to pokemonworld@imagine-publishing.co.uk or post it to our usual address marking your letter 'The compo with the pig's head!'...

In what year was the Nintendo company founded?

A. 1889
B. 1909
C. 1989

Put your name, address and age on your entry and get it to us by 17 April. Good luck everyone!



Competition Rules
1. All entries must be received by 17 April 2007 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

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PlayStation.2

DOLBY DIGITAL PRO LOGIC II

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Produced by Omega Force

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NEW GAMES PREVIEWED AND REVIEWED ON ALL FORMATS!

VIDEOGAME ISLAND

SUPER PAPER MARIO

Originally developed for the GameCube, Nintendo is finally preparing to release its new Paper Mario game for Wii. At first glance it appears to be a traditional 2D platformer, but a few moments with the game will reveal that it's actually a multi-dimensional spin on the platform title with amazing graphics and level structure that is unique to the Wii game. Just take a look at the screenshots we have here – it's Mario, but with a twist! All the favourite characters can be found in the new Super Paper Mario – Mario himself, obviously, plus Luigi, Princess Peach, Bowser and classic enemies like Goombas and Koopa Turtles. Mario learns the ability to flip dimensions a little way into the adventure and this is what gives the game its challenge – you'll have to work out when to play in 2D, when to play 3D with puzzles needing you to flip between the two to progress. Sounds like great fun, we can't wait to get our hands on it!

This new Mario adventure really looks like it's turned the traditional platform game on its head!

Console	Wii
From	Nintendo
Due out	April

TOP TRUMPS

Console	PS2, DS, PC, PSP
From	Ubisoft
Due out	June

Giving the game its full title – Top Trumps: Horror And Predators – gives away what you can expect from this new Ubisoft release. Developer Ironstone Partners has basically turned the ever-popular card game Top Trumps into a multi-format videogame. You get to select whether to play with a deck of Predators full of wild animals or a deck of Horror where you'll find all kinds of mythical monsters and nasty creatures. Two players duke it out against one other, using the statistics against each creature to attempt to come out on top. In the Horror deck, for example, you can select from Fear Factor, Killer Instinct, Guts & Gore and Black Magic, hoping to have a higher number on your card than your opponent's. This is the first time Top Trumps has been converted into a videogame, and from what we've seen, it's looking mighty fine so far. Can't wait to give this a play!

You get to select either the Top Trumps boy or girl at the start of the game, then the deck you'd like to play.

LEGEND OF THE DRAGON

The very first Nintendo Wii release from The Game Factory is a beat-'em-up based on the animated series Legend Of The Dragon. The game's story begins against the backdrop of China's sacred temples where a new Golden Dragon has just been selected. The Golden Dragon is the honourable title given to the chosen warrior set to fight the evil Zodiac Master, Woo Yin. There are 19 characters to select from, each with cool fighting techniques, varying strength and different moves. All the characters have one thing in common – they all wear magical wristbands that enable them to transform into mystical warriors. Once transformed they take on superhuman powers of the Zodiac creature they represent. Legend Of The Dragon is one to really watch out for!

Console	Wii
From	The Game Factory
Due out	Spring

Legend Of The Dragon is no run-of-the-mill fighting game – there's lots of depth to it.

WARIO™ MASTER OF DISGUISE

Console: DS
From: Nintendo
Due out: Out now!

You know, you'd have thought that Nintendo would have created its own theme park in Florida, or somewhere, by now. They have a cast of characters they're always rolling out in videogames that you can just imagine wobbling around a park having their photos taken with game fans! Wario is one such character, and his latest outing is a DS stylus-scribbling extravaganza!

Wario has jumped into the TV and taken on the role of a master thief who uses disguises to get what he wants. Each episode Wario must visit exotic locations like luxury liners, watery ruins and an Egyptian pyramid. Also, by sketching symbols on his outfits, you give him new powers like Cosmic Laser Blasts and Thief Tackles. With a multitude of mini-games to complete, good use of the DS stylus and touch screen, and all the usual Nintendo flair, Wario: Master Of Disguise is a welcome addition to the Nintendo Theme Park!

Nintendo has really been scratching its head to think of ingenious new ways to control games.

Score 4/5

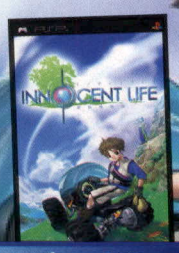
INNOCENT LIFE

Ever fancied yourself as a bit of a farmer? Well now you can do it on your PSP!

In a break from the normal Harvest Moon-style of game, Innocent Life is set on a tropical relic-filled island that you get to explore by walking or biking around. There are lots of exciting locations to visit, including a volcano and ruins; however, the core of the Harvest Moon experience remains intact – farming with crops and animals

You must plant and tend to your crops with the island having unique terrain that encourages the growth of a wide array of plantlife. There's a cast of helpful characters to meet and interact with, including the mentor, Professor Hope, and a mermaid who lives in a nearby lake. With a host of mysteries to unravel, a farm to develop and lots of exploring to do around the island – fans of Harvest Moon games may get a kick out of it, others could find it dull as it is farming, after all!

Score 3/5



Console: PSP
From: Rising Star
Due out: 30 March

化石超進化 SPECTROBES

While on a routine mission, Rallen and Jeena, two Nanairo Planetary Patrol officers, respond to a distress signal and come across the wreck of an escape pod. Inside is a man, and it appears he has been in a cryogenic sleep for decades!

The man is Aldous, and once awake he tells the officers about how his home planet was attacked by nasty creatures called the Krawl. These critters are on a rampage around the universe and Rallen and Jeena fear that they could soon be in their neighbourhood. So they join forces with Aldous, who has discovered that the natural enemy of the Krawl is a long-dead species of creatures known as Spectrobes. Aldous has developed a device based on the technology of the Ancients that will harness the power of the Spectrobes to see off the Krawl once and for all.

The game is all about excavating, waking and training as many Spectrobes as possible in the time limit. You get to travel through space, select a planet that looks promising for Spectrobes, spin it around with the stylus then go in and explore for the fossilised dinosaur-like creatures. Excavating Spectrobes is done by using the DS stylus, no need for D-pads these days, and clearing the dust from the creatures is achieved by blowing into the DS microphone – an excellent idea!

Battles take place in real-time with each Spectrobe able to unleash its own special attack, or join up with others for a mega-combo move! Once you've got a good Spectrobe collection you can start to trade them with your friends and even do battle in wireless tournaments.

It's the unique gameplay elements and online content that Disney is particularly proud of with Spectrobes. The game has a code input card system – you get four special translucent cards in the pack and you can use the cards and stylus to earn yourself new creatures and minerals. Extra cards will be made available after the game's release to keep you coming back for more. Also, on the specially created website, players can earn the ability to download videos, more creatures and custom parts through their DS. The DS generates a personal planetary patrol badge number on the website that gives you a profile where information is stored on your Spectrobes, armour and weapons – you can even get your name on a high score leaderboard!

With more than 50 Spectrobes to dig up and each of these able to evolve into new species, a great control system, fascinating gameplay and some hot battle sequences, there's plenty to keep you busy in Spectrobes. Great game!

When you've found a Spectrobe using your stylus, you can blow the dust off it by blowing into the microphone on your DS!

Many have said that Spectrobes has similarities to Pokémon – so you'll feel right at home if you get yourself a copy!

Console DS
From Disney
Due out 15 March

Score 4/5

TMNT

These pages are dark, aren't they? That's exactly how Ubisoft wanted them to look as the games have a dark and moody feel – just like the movie!

Ubisoft really is the king of multi-format, big licence videogames. Their new Turtles game is coming out on PS2, PSP, PC, Game Boy Advance, Nintendo DS, GameCube and Wii. Got one of those? Of course you have, so you can enjoy the return of those sewer-dwelling, pizza-munching green dudes with a rat for a mentor!

The movie has a dark and dangerous feel to it, and Ubisoft has carried this on into the feel of the games. Taking place in New York City, the town is plagued by secretive villains and strange, otherworldly creatures. Well, walking, talking turtles must be 'otherworldly' themselves, right? Michelangelo, Raphael, Leonardo and Donatello have a tough job on their hands as they attempt to prove themselves as superheroes, maintaining the ninja discipline at all times, while also trying to stick together as a family. Splinter the rat is always on hand to give advice and unite the brothers. Between them all hopefully New Yorkers can sleep peacefully in their beds at night – can't they?

So what have these new Turtles games got to offer? Well fighting of course, that's a given. You must harness the power of Ninjitsu and become a master of combat. All four turtles are playable, with each of them having a slightly different play-style. The acrobatic moves, weapons and combat skills such as Michelangelo's fast nunchuck face slap and Raphael's powerful Sai throw are unique to each Ninja Turtle. Navigating around the game is a challenge in itself – the Turtles use unique acrobatic moves to jump from rooftop to rooftop through New York. They can scale tall buildings, dive into sewers and race around the city to confront the multitude of enemies out

Long gone are the days when these turtles just sat around eating pizza and calling everyone 'dude' – these guys mean business!

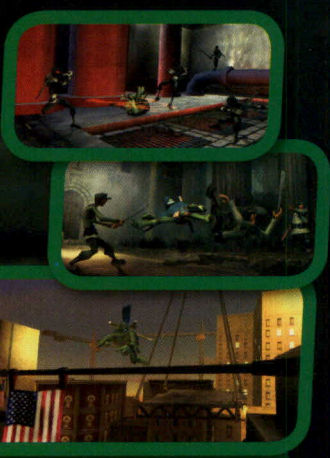
It's great to see these green guys back in action again, they rock!

The screenshots here are from the PS2 version of the Turtles adventure, but the DS is looking mighty fine too with some great gameplay!

to get them. There's plenty to discover in one-player mode, but if you team up with another Turtles fan then whole new areas of the game will open up to you. There are powerful Tag-Team moves to learn and a wide range of enemies and bosses to try them out against. You'll find characters from the movie as well as the original comic book series to battle, including the Purple Dragon Street Gang and the infamous Foot Clan.

Score 4/5

Got the internet at home? Well get yourself over to tmntgame.us.ubi.com and you can check out the trailer for the games and get some free stuff!

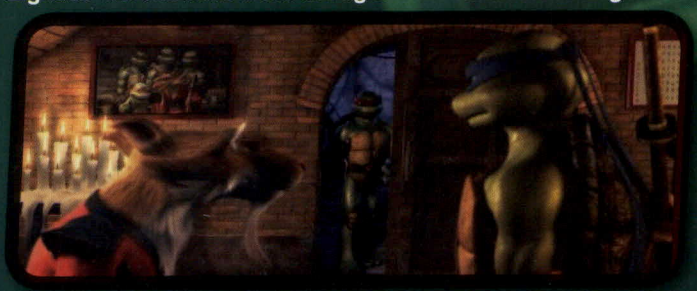


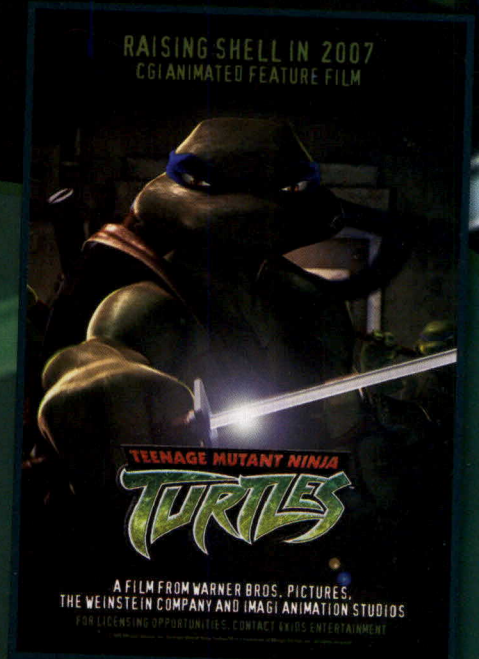
Okay, so we know these screenshots are small but there was so much action to show you we just had to squeeze them in!

Console: Nintendo DS, PS2, Wii, PC, Xbox 360, PSP, GameCube
From: Ubisoft
Due out: 13 March

TURTLES RETURN TO THE BIG SCREEN

Coming your way at the end of this month courtesy of Warner Bros is a brand new Turtles movie, completely created in CGI! Yes, those lovely Eighties' heroes have been brought bang up to date and given the computer treatment in a dark and sinister tale that sees them crimefighting again on the streets of New York City. Strange events are occurring and the Turtles are needed more than ever, but Raphael, Donatello, and Michelangelo have become lost without direction. With the city at stake, it's up to Master Splinter to restore unity. Find out more at tmnt.warnerbros.com.




RAISING SHELL IN 2007
CGI ANIMATED FEATURE FILM
TEENAGE MUTANT NINJA
TURTLES
A FILM FROM WARNER BROS. PICTURES,
THE WEINSTEIN COMPANY AND IMAGI ANIMATION STUDIOS

FOSSIL LEAGUE

DINO TOURNAMENT CHAMPIONSHIP™

Console: DS
From: D3 Publisher
Due out: Out now!

Calling all explorers! Ever wish that you could go back in time? Well with Fossil League, now you can! Okay, so it's not actual time travelling – but pretending to do it in a game is good for now, right? Anyway, in Fossil League you get to play as Taiga. He's going back in time to the Jurassic period to recover his most prized possession, the 'Big Mother' fossil that was sadly stolen by some evil thieves.

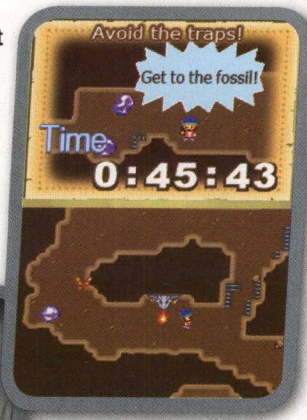
While on your adventures, you can collect and tame cool 3D dinosaur models that all have their own set of special powers. There are over a hundred to find! You must then use these dinos to help you battle the crew of baddies called Syndicate X.

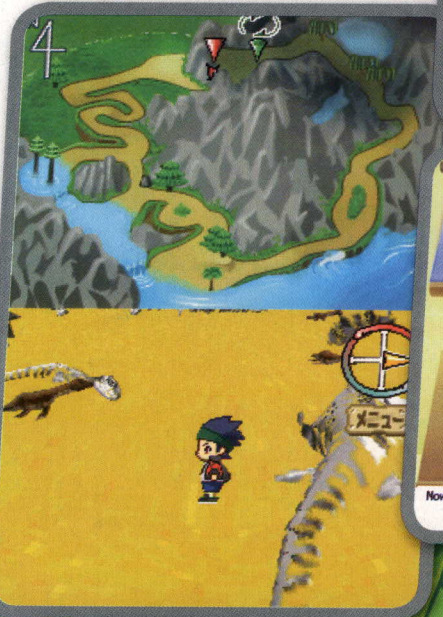
The goal of Fossil League is to collect as many dinosaurs as you can and then take part in the Dinosaur Grand Prix at the end. In it you get to battle using five different attacks, each growing stronger every time you use it.

The game has some great Pokémon-style RPG action and you can also play in wireless multiplayer battles in its two-player mode! But that's not all; there are some fun mini-games to take part in, such as tricky mazes and fossil digging (just use the DS's touch screen to help you dig up fossils).

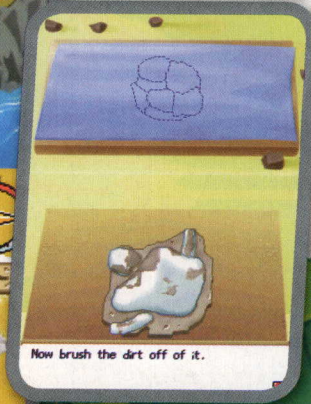
Or if you want to learn more about dinos, Fossil League has a Dinopedia! You can look up true dinosaur facts – brilliant! Fossil League is a great game for wannabe explorers and dinosaur fans alike. Definitely recommended!

Score 4/5





The game is split into many different gameplay styles, from digging to exploring to finding your way out of tricky caves. Luckily there's a map to help you around.



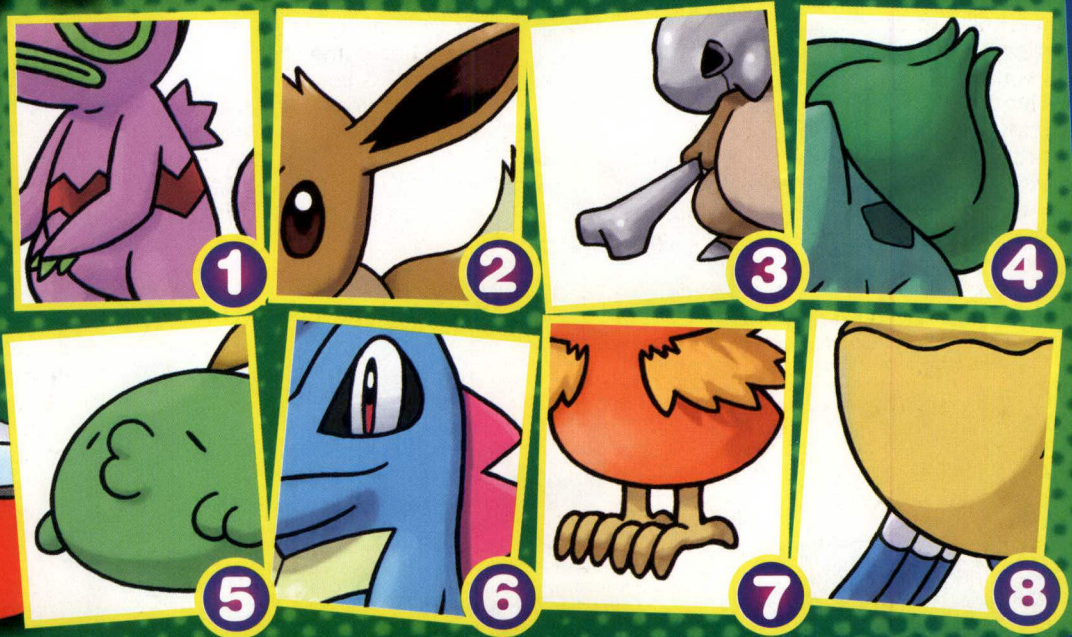
Arrgghh! Look out there's a giant dinosaur coming your way – these DS graphics are great!

poke puzzles!

Two puzzling things for you to ponder over this issue. See if you can untwist the words and identify the Pokémon – go on have a try!

close up calamity

Dopey old Professor Yew has cut through the special cards he keeps to identify his Pokémon. Can you tell him who these monsters are?



ace anagrams

Five more anagrams for you this issue. These are all Fighting-type Pokémon. Gotta find 'em all!

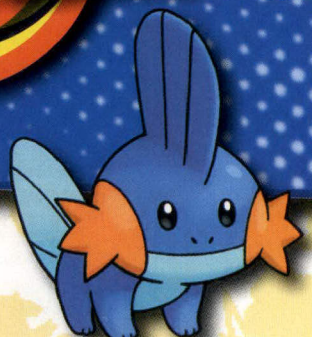
A CHIN MONTH

BLAZE INK

ORB MOLE

A UTAH KIM

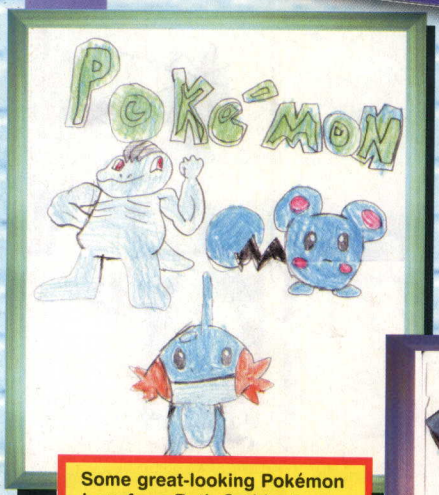
GREY OUT



Pika-Pics

Ooh you are an artistic lot! Here's another collection of great Pika-Pics from our postbag. Keep them coming to the address at the front of the magazine

Send your pictures in to the usual Pokémon World address marking them 'Pika-Pics'

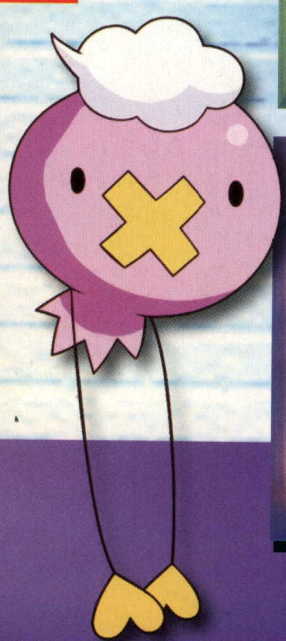


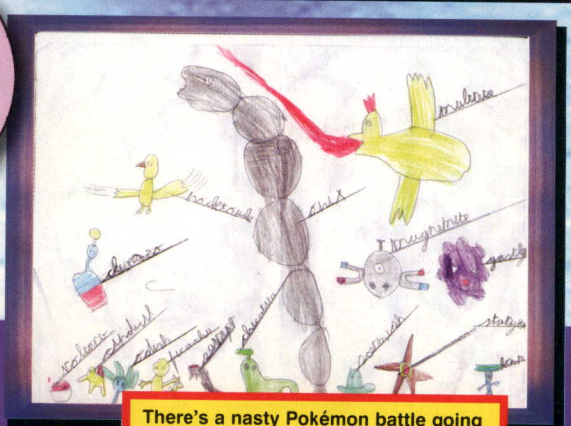
Some great-looking Pokémon here from Beth Cuthbert, age ten. Nice one, Beth!

Miss Bobbie Argent (age nine from Runcorn) is obviously a big Latias fan. And why not?

We can only think that Matthew Rawlins, age ten from Cheltenham, used up an entire set of felt-tip pens on this picture!

One night Chris Carpenter, age eight from Haverhill, had a Pokémon dream. So he drew a picture of it for us!





There's a nasty Pokémon battle going on here in Jarret Williams' picture. He's age seven from South Wales.

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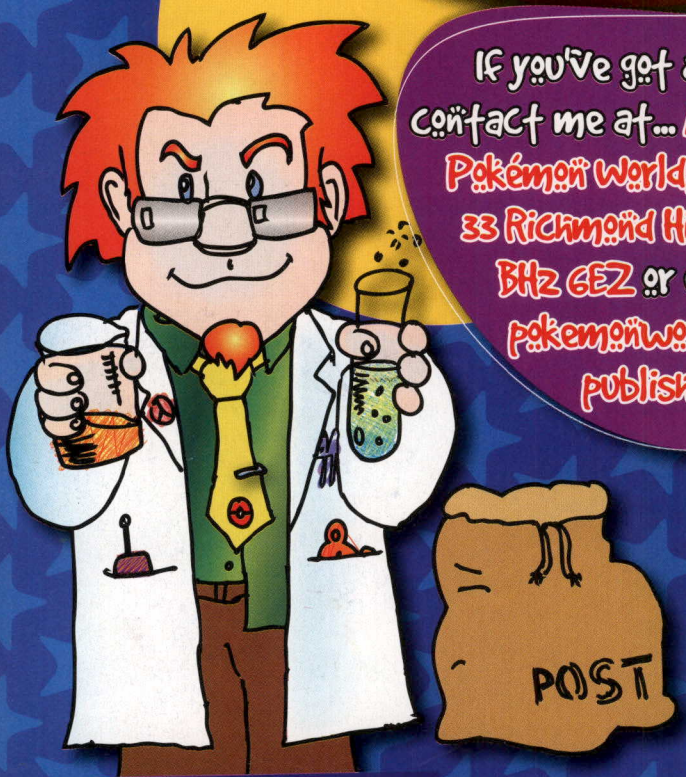
ASK PROFESSOR YEW

If you've got a Poképroblem, contact me at... Ask Professor Yew, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ or email me at... pokemonworld@imagine-publishing.co.uk



Jirachi Search

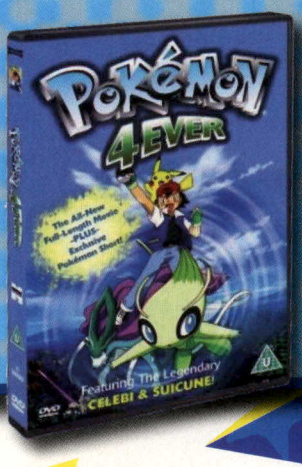
Q Hi Professor Yew
I've been playing Pokémon Mystery Dungeon now since the game first came out, I'm doing pretty well but I would like to know where I can find Jirachi.
Tom Champion, Derby

A Well Tom
Yes, Jirachi is certainly in the game as are the other 385 Pokémon, including all the Legendary Pokémon. You will find Jirachi at the very end of the Wish Cave. Make sure you have a Wish Stone with you before you go looking for this Pokémon and it will also grant you one wish. Good luck in the rest of your adventure!

Movie Catch-Up

Q Dear Professor Yew,
I watched my first Pokémon movie on DVD the other day. It was Pokémon 4Ever and I really enjoyed it. Can you please tell me where I can find other movies as I want to see them all but they don't seem to have them at my local HMV shop.
From Nigel Slater, Northampton

A Hello Nigel,
You should still be able to pick up all the Pokémon movies that have been released on DVD and VHS video. If a shop doesn't have a copy they can always order it for you. Or you could try Amazon.co.uk – they're pretty good. Alternatively, we found a whole collection at our local car boot sale!



New Pokémon Names?

Q Dear Professor Yew,
I can't wait for Diamond & Pearl to come out, I love the Pokémon RPGs. A friend of mine said that Nintendo always change the names of the Pokémon for the USA and UK releases. Is this true?
From Archie Butler, Peckham

A Archie,
Yes it's true, but not all the names. Pokemon Company and Nintendo seem to change any that are too Japanese. For example, we just heard that Pochama's Western name will be Piplup!

Are you Yella?

Q Dear Prof Yew
I know there are lots of new Pokémon games out these days, but I've actually been playing Pokémon Yellow on the Game Boy (well I played it on my Game Boy Advance actually) and although I did get quite far in the game ages ago, I am now stuck. I can't seem to get a Zapdos for my collection. Can you please tell me where to find this Pokémon and how to catch it?
Sarah Melson, Bristol

A Oh Sarah
Sometimes the oldest games are the best to play, graphics may become more flashy, but there's nothing like the solid-gold gameplay that Pokémon games give you is there? Yes, I can tell you where to find Zapdos but it's a bit of a once-in-a-game moment so make sure you have saved your game before attempting to capture this Pokémon. Zapdos is found at the Power Plant along with a Voltorb, Muk, Grimer and Magneton. How do you get there? Well fly to Cerulean City then go east onto Route 9. Travel all the way to the grassy area north of the Poké Center. Keep heading North and you will find a river. Follow the river by using Surf, you will head South. Keep going until you get to land. You'll encounter a trainer here that you will need to see off. When you're done the building ahead will be the Power Plant. Easy eh?

COLLECTOR'S CORNER

Want to get your great Pokémon collection into Pokémon World? Well, get someone to take a photo of you with your stuff and either email or post it in!

Dear Professor Yew,
I think that I am the world's No.1 Pokémon fan. As you can see I have a lot of Pokémon things that I have been collecting for over six years. I ahve completd the Pokémon Trading Card Collection and I have a lot of games, toys and beanies. I adore reading the Pokémon World magazines – they are COOL!
Cameron Vance, age 10, Belfast

Good collection Cameron, keep up the good work.

POKÉMON TRADING CARD GAME

Diamond & Pearl Coming Your Way! DP Expansion set for PTCG!

When the Diamond and Pearl Pokémon Trading Card Game expansion set is finally released in the UK it will change the way we play the PTCG forever. Each block of Pokémon sets has changed the game slightly – new Pokémon, new rules and new mechanics. All have added to the basic gameplay. Diamond and Pearl does all that and then goes even further, fundamentally changing the rules we have all got used to playing. So we at Pokémon World thought we would give you a heads-up on just what to expect when the DP TCG set hits the UK.

Right now, before the DP set is released, the player going first in a Pokémon TCG battle does not draw a card on their initial turn. After DP is released, under new rules both players will draw a card at the beginning of every turn!

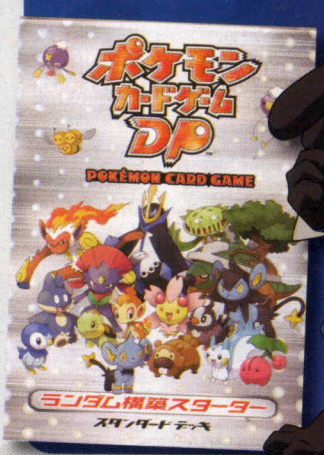
That is just the start of the changes to the game. Before the DP set the player going first could not play any Supporter Cards on their initial turn. After the DP set release the player going first can't play any Trainer Cards on their initial turn at all! That is no Trainers, Supporters, or Stadiums.

At the moment if we go first, we can play Claw Fossil, Mysterious Fossil and Root Fossil from our hands on our initial turn. After the DP set is released Claw Fossil, Mysterious Fossil and Root Fossil can not be put into play on the first player's initial turn, because they are Trainer cards! However, these cards CAN be put into play during the initial set-up phase of the game.

Another DP set change to Fossils means that when a Claw Fossil, Mysterious Fossil or Root Fossil is knocked out, the opponent will take a prize. At least the rules have not changed if the owner of the Fossil card chooses to discard it, it is not considered to have been knocked out and your opponent takes no prize. Fossils are to be treated as Trainer cards while in the deck, hand,

Diamond & Pearl Trading Card Game

Set name: Pokémon Card Game DP
Theme: Diamond & Pearl Pokémon
Japanese release dates: 27/10/06 - Entry Packs, 30/11/06 - Main set and Theme Decks
American release date: April 2007
What's new?: New game mechanics for the Pokémon Trading Card Game



discard pile and prize area. Up until now, there have been five types of cards all categorized as Trainers (Trainers, Supporters, Stadiums, Pokémon Tools and Technical Machines). In the DP series, Trainers, Supporters, and Stadiums are all classified as Trainer cards, but only Trainers, Pokémon Tools and Technical Machines are considered Trainers. Now that may seem confusing now but we are sure it will eventually become second nature especially when using cards that allow you to search for Trainers or Trainer cards, which is why we think the distinction is being made.

Weakness and Resistance are changing as well, they will be customized to each individual Pokémon. When calculating Weakness and Resistance you will add or subtract the number written in the Weakness and Resistance section of the card.

So for example with Naetle – see picture below – we would add 10 to the damage done by any Fire type Pokémon and subtract 20 from the damage done by Water types.

But the way that damage is calculated on Ex Pokémon goes unchanged. If running Ex and DP cards together in a deck, damage done to DP series cards is calculated with addition and subtraction while Ex cards take double damage for weakness and -30 damage for resistance.

We will also finally get Basic Energy versions of Darkness and Metal energy in the DP series.

Basic Darkness and Metal energy will not have any of the special effects of Metal and Darkness Special Energy Cards. You will be able to put any number of them in your deck though and still run the Special Energy versions of Darkness and Metal energy. Just remember only four copies allowed of each of the Special Energy in a 60 card deck. If a card says to attach a Darkness Energy or an attack needs Darkness Energy either the Darkness Special Energy Card or Darkness Basic Energy Card will do, the same goes for Metal Energy.

All of the Unknown in the DP series are named according to their letter (i.e. Unknown A, Unknown B). Each differently named Unknown is treated as a different card, unlike the Ex series where Unknown were treated as if they had the same name. This means we can finally play an all Unknown deck, where you could have four Unknown A, four Unknown B, four Unknown C, and so on, and even include four Ex-series Unknowns. Also, if a card says, "Choose one Unknown," Unknown A, Unknown B, Unknown C or any Ex-series Unknown card in your deck could be chosen.

Pokémon LV.X (Level X) cards have an "X" where the level number should be. An Active Pokémon can be Levelled Up by placing the LV.X card of the same name on top of it. The LV.X card should be treated as another copy of the Pokémon it shares its name with, so remember you are limited to four copies of a card with the same name. For example, Dodaitoise and Dodaitoise LV.X have the same name, so in a 60 card deck you can have four in any combination of Dodaitiose and Dodaitoise LV. But you can only play a Level X card on top of the card of the same name – the LV.X is played exactly like an Evolution card, albeit on top of the card of the same name and without it counting as evolving instead you are levelling up. This should lead to some interesting compromises when deck building and will probably lead to 3, 3, 3, 1 and 4, 4, 3, 1 lines becoming the norm with the LV.X card becomes a cleaner to deliver that final knockout blow in your game.

In the DP series, an Active Pokémon can be Levelled Up during your turn. A Pokémon can't be Levelled Up on the same turn that it comes into play. As long as they're Active, multiple Pokémon can be Levelled Up during your turn. Energy and damage counters that were on the Pokémon before it Levelled Up remain. A Pokémon recovers from Poison, Burn, Sleep, Paralysis, and Confusion when it Levels Up any other effects that were on the Pokémon also go away – just like evolving.

Last but by no means least, the DP set will bring us energyless attacks, where a Pokémon can use an attack without any energy requirement whatsoever.

Diamond and Pearl is set to stir up the Trading Card Game and introduce us all to a whole new way of playing. We look forward to bringing you more information as we get so watch for future updates.

The Seven Deadly Sins

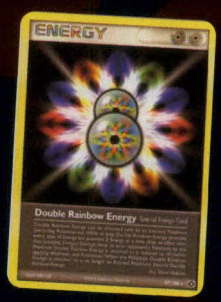
(or, how to avoid common mistakes made when playing the PTCG!)

Our intrepid Pokémon World reporters have been visiting Tournaments and City Championships over the past few months and we have noticed that some of you are making what we think are fundamental mistakes. We had to act – so here it is our list of the top seven mistakes we saw being made – Pokémon World's Seven Deadly Sins!

Sin #1 Rainbow Energy & Friends

Rainbow Energy and its friends Double Rainbow Energy, Delta Rainbow Energy, Holon Castform, Holon Electode, Holon Magneton, Multi Energy and finally Scramble Energy, can all produce more than one energy type.

Some, like Double Rainbow, Holon Castform, Holon Electrode, Holon Magneton and Scramble Energy provide more than one energy as well.



The common mistake being made when these cards are played in a deck is that players think they can dictate what energy types these cards produce. This is wrong and the first of our seven deadly sins.

If it says while in play, "this Energy provides every type of Energy" but provides only '1, 2 or 3' Energy at a time, what it means is that as in the case of Rainbow, Delta Rainbow and Multi Energy the card provides every Energy type but just one energy at a time. So Ralts, 60/101 from EX Dragon Frontiers could use any of these Energy cards to either use its Hypnosis attack, requiring one Colourless Energy or Psychic Boom for one Psychic Energy.

It is as important to remember that when an attack says discard all cards of one Energy type that includes your Rainbow Energy cards and it's friends, you can not dictate that it is another type of Energy when it comes to discarding.

Sin #2 One Energy per turn, unless you can legitimately break the rule!

Remember to only attach one Energy Card a turn, be careful when you do your Energy attachment. For example, do you do it before playing a trainer to draw more cards or afterwards? It all depends on the situation so think before attaching and look at the game state too. It really is not worth attaching an Energy to a Pokémon that is going to be knocked out next turn, unless you can get a good attack in first with it. Look out for ways of attaching more than one Energy a turn, like using Blaziken's Fire Starter or Gardevoirs Psy Shadow Poké-POWER. Rule breakers like these often form the core of decks like the MetaNite deck that abuses Delta Species Dragonites Power to suck Lightening Energy from the discard pile.

Sin #3 Swift Attacks - bypass Metal Energy and Safe Guard Poké-BODY!

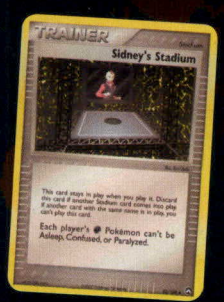
This sin is caused by players not using Swift Attacks like EX Deoxys Fastwave properly. These attacks get through all effects on the defending Pokémon including Metal Energy, Resistance and Poké-BODY effects like Safeguard.

Nidoqueen players beware when Ex Deoxys is played it can One Hit

Knockout the Queen regardless of how many Metal Energy is on her! Swift type attacks may not be the most powerful out there and usually will not get you a one hit knockout (OHK) but their ability to bypass all effects on the defending Pokémon make them worth looking at, just make sure next time you play a Pokémon with a Swift type attack you play it properly!

Sin #4
Stadiums - only one per turn

Here is an old rules change that has slipped by many players, you can only play one Stadium a turn and you cannot replace a Stadium in play with one of the same name.



So you can not, for example, play a Power Tree Stadium card, put a Basic Energy from your discard pile back into your hand and then play another Power Tree Stadium to discard the one in play, and then use the new Stadium's Power again to retrieve another Basic Energy card from your discard pile. So remember with Stadium Cards it is one per turn and no duplication of the one in play!

Sin #5
Retreat Once - only once per turn unless using trainers

You can only retreat once a turn by discarding Energy, but you can retreat multiple times by using Trainers such as Switch and Warp Point or Energy cards like Warp Energy. This once per turn limit on retreating has been around a while but still gets misplayed time and time again. So look out for it and do not retreat more than once a turn yourself.

Sin #6
Self Referencing Cards - complex but important rules

Now this looks more complex than it is, honest! Some cards refer to themselves by name of the Pokémon on the card. For example the Slaking reprint from Ex Power Keepers has the Poké-BODY Lazy which says, "As long as Slaking is your Active Pokémon, your opponent's Pokémon can't use any Poké-Powers." Some players have argued that if any of the TCG Slaking cards are active whilst a Slaking with the Lazy Poké-BODY is in play then the Pokémon Body applies to it too and your opponent can't use any Poke-Powers. That is incorrect, the way to read the sentence is, "As long as this card is your Active Pokémon, your opponent's Pokémon can't use any Poké-Powers." By replacing the text Slaking with this card we can now see exactly how the power works. This is called self referencing and is the easy way to read these complex Poké-Powers and Poké-BODIES so that they work correctly.

Sin #7
No Evolving on the First Turn - Unless you have played a card that allows you to break this rule

Another fundamental rule of the game that gets forgotten sometimes in the heat of battle is this one, you can only evolve a Pokémon once per turn and not on your first turn or the turn it first comes into play.

You can get around this with the use of Rare Candy and Wally's Training, for example, but otherwise the rule still stands. So make sure you do not try to evolve your Pokémon when they can not do so.

So there you have our Seven Deadly sins, make sure you're a saint next time you play the Pokémon Trading Card Game and watch out for your opponents' sins! Next month we will be going Back to Basics and looking at how you should chose the right Basic Pokémon for your decks.

Thou Shalt Not...

1. Rainbow Energy and pals – misplaying cards that produce more than one Energy type.
2. One Energy Attachment per turn – unless you have card in play that allows more.
3. Swift Attacks – does ignore all effects on the defending Pokémon including Metal Energy and Safeguard.
4. Stadiums – Only one per turn and not the same as already in play.
5. Retreat Once – but Switch and Warp do not count towards this limit.
6. Self Referencing Cards – A complex but very misplayed rule.
7. No Evolving on the First Turn – unless you have played a card that allows you to break this rule.

Where to play the Pokémon TCG...

Find a location near where you live and get a game!

Crawley Pokémon League
Time: Mondays, 6pm - 7.45pm
Venue: St Edward The Confessor Social Club, Hillcrest Close, Pound Hill, Crawley, West Sussex, RH10 7EQ
Contact: Ian
Tel: 079414 11599

Rainham Pokémon League
Time: Every Tuesday 7pm to 10pm
Venue: The Rainham and Wigmore Community Centre, Granary Close (off Station Rd), Rainham, ME8 7SG
Contact: Ben Ward
Tel: 07949 359750
Email: benward@gamersguild.co.uk
Web: www.gamersguild.co.uk

Hull Pokémon League
Venue: Hessle Town Hall, South Lane, Hessle, East Yorkshire, HU13 0RR
Tel: 07855 475313
Web: www.acegaming.co.uk

Manchester Pokémon League
Time: Saturdays, 10am - 12.30pm
Venue: Fanboy 3, 17 Newton Street, Manchester, M1 1FZ
Web: www.take2theweb.com/pub/fb3/a.html
Tel: 0161 2477735

Norfolk Pokémon League
Venue: Battlenet, 2A Queens Road, Norwich, Norfolk
Time: Tuesdays, 7pm onwards
Contact: Martin
Tel: 07817 980987

Scotish Pokémon League
Time: Sundays, 1pm - 4pm
Venue: 1 Beechwood Road, Cumbernauld, Glasgow, G67 2NW
Contact: Chalkey
Tel: 07745 539753
Email: pokemon-tcg@blueyonder.co.uk

Mitcham Pokémon League
Venue: McDonalds, 1 Majestic Way, Mitcham, Surrey, CR4 2JS
Tel: 07956 802779

Oasis Gym
Time: Saturdays
Venue: 102 South Crescent, South Elmsall, Pontifract, West Yorkshire, WF9 2DQ
Contact: Gareth Fowel
Tel: 01977 651302
Email: gfowell@hotmail.com

Blackpool Pokémon League
Time: Wednesdays, 6pm - 9pm
Venue: Zombies Ate My Wookie, 39 Market Street, Blackpool, FY1 1EX
Tel: 01253 297097

North London Pokémon League
Contact: John Hawkins
Tel: 07989 979991

Port Talbot Pokémon League
Time: Sundays, 2pm - 4.30pm
Venue: The Collection Point, 40 Brynna Road, Port Talbot, West Glamorgan, SA12 9LL
Tel: 01253 297097

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Yeovil Pokémon League
Venue: Witch Engine, 7 South Western Terrace, Yeovil, Somerset, BA20 1NB
Tel: 01253 297097

West Midlands Pokémon League
Venue: Nine Locks Community Centre, Hill Street, Brierley Hill, West Midlands, DY5 2UE
Tel: 07891 807214

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www.theplaceforgames.com/pokemon/index.asp

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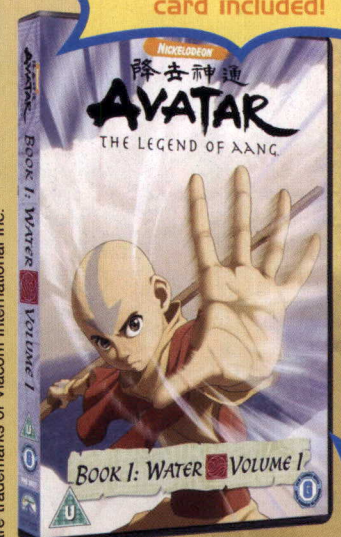

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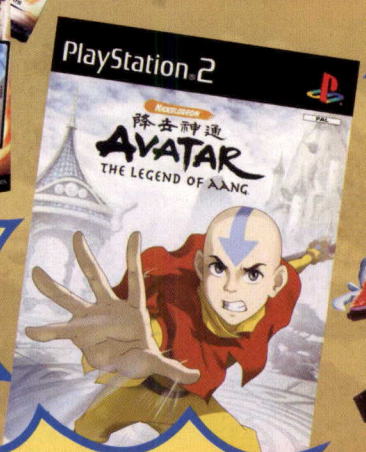

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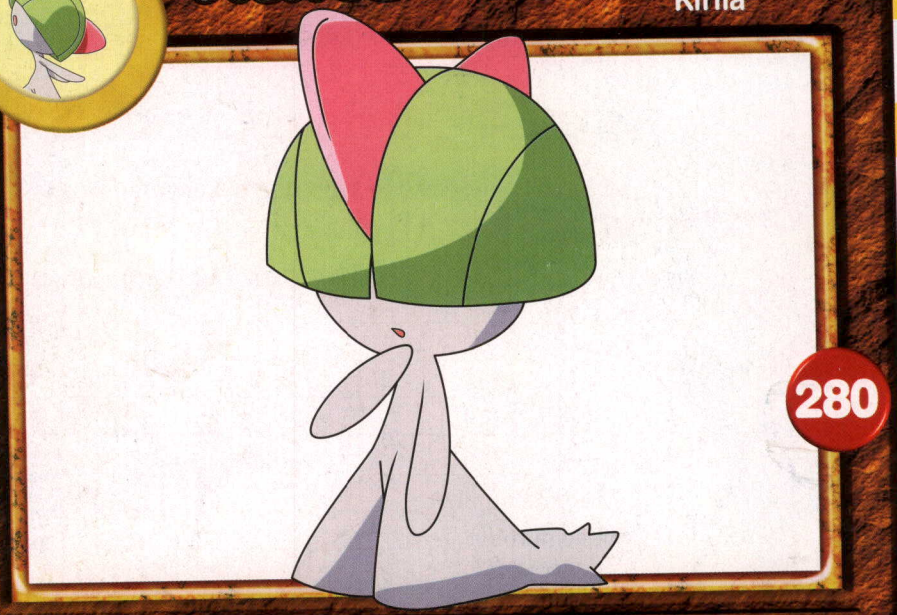
monster of the month

Ralts

Evolution: Evolves into Kirlia



280

Type: Psychic **Height:** 1' 4" **Weight:** 15 lbs

Special Ability: Synchronize/Trace

Description: A lovely little Pokémon Ralts. It has the ability to sense the emotions of people around it. If its trainer is in a cheerful mood then Ralts will grow cheerful and joyous too. If Ralts senses any hostility around it, it will simply go and hide somewhere until the danger is over.

Hope you enjoyed this issue – tune in again on 12 April for more Pokéfun!

Pokémon World

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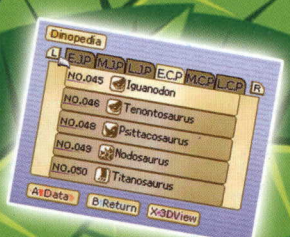

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